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FINAL FANTASY. ORIGINS

OFFICIAL STRATEGY GUIDE

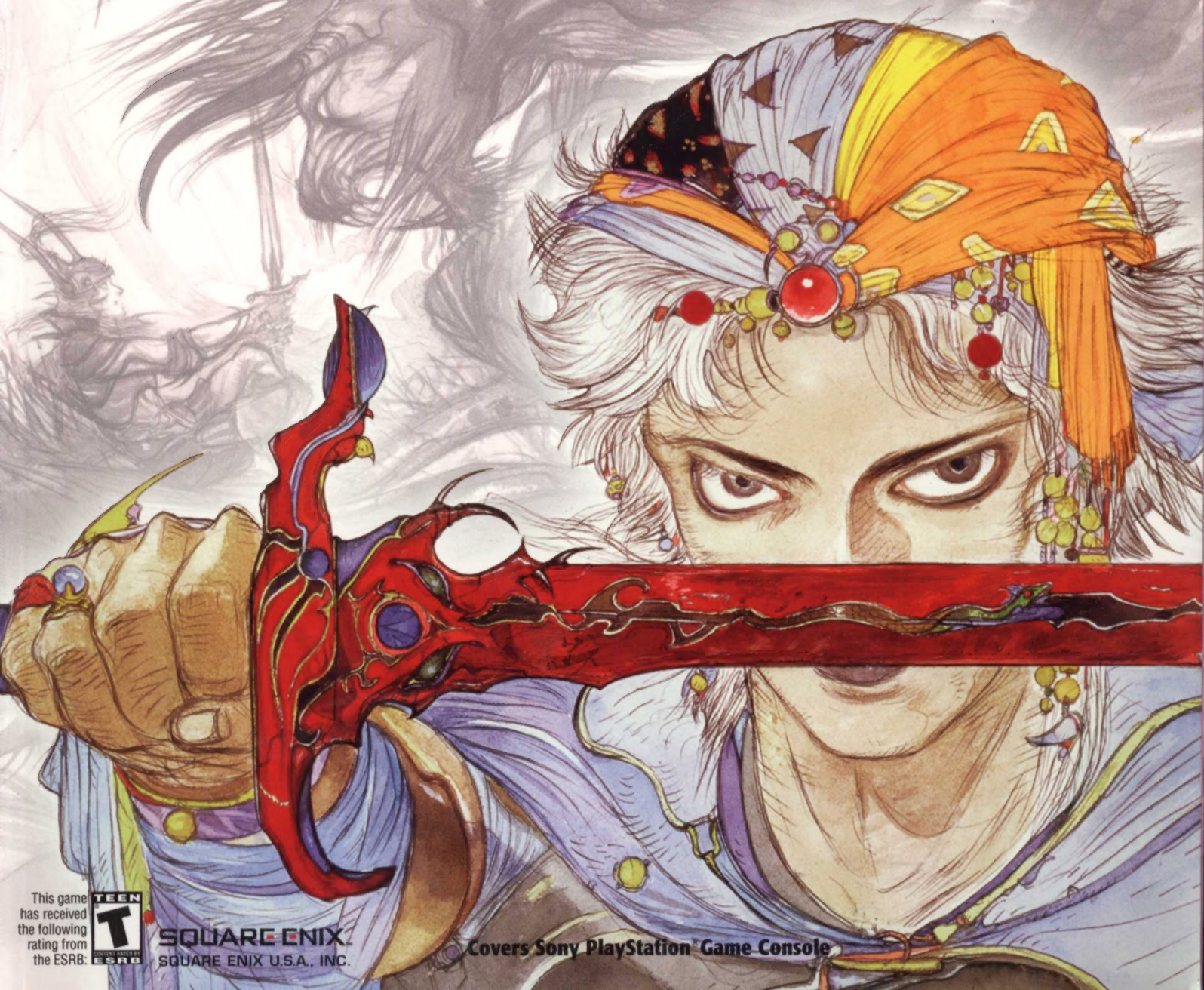
 **FINAL FANTASY.**

&

 **FINAL FANTASY. II**

By Casey Loe

By Laura M. Parkinson



This game
has received
the following
rating from
the ESRB:



SQUARE ENIX
SQUARE ENIX U.S.A., INC.

Covers Sony PlayStation™ Game Console

FINAL FANTASY. ORIGINS

OFFICIAL STRATEGY GUIDE



By Casey Loe

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GAME BASICS

GETTING STARTED

Welcome to the beginning, not only of this guide, but to the Final Fantasy series. The graphics have been enhanced from their previous 8-bit incarnation, and impressive CG has been added. If you played *Final Fantasy* when it originally appeared on the NES, then you're already familiar with the mechanics of this game. If you're a fan of the series and never had a chance to play the original, then you should take the time to browse the game manual for the basics of getting a game up and running.

EASY MODE VERSUS NORMAL MODE

When you begin a new game, you are asked to choose between Easy Mode and Normal Mode. Normal Mode is a straight conversion of the original while Easy Mode has been tweaked to make the game much easier and balance the character classes better. Among the changes:

Characters Level Up Faster. It requires about 40% less EXP to advance to each level in Easy Mode. To check on how much EXP a character has, or needs to reach the next level, pull up that character's status screen.

Higher Level Cap. The highest level you can reach in Normal Mode is 50. In Easy Mode, you can keep progressing up to 99.

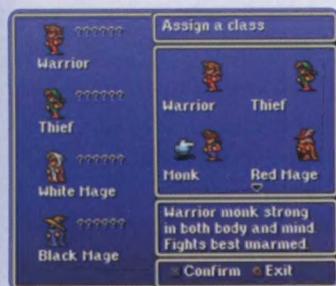
Cast More Spells. The amount of MP you gain in each spell slot has been increased dramatically. And the MP maximum for most levels raises from 9 to 99.

Everything is Cheaper. Spells, Equipment and Items in Easy Mode cost roughly 2/3 the price they do in Normal Mode.

These changes basically eliminate the need to spend hours battling foes for Gil and EXP, and make Mages, which were behind the curve in power level, more playable. As a result, Easy Mode quickens the pace of the game considerably.



PICKING THE RIGHT PARTY



At the beginning of the game you have to choose classes for each of your four characters. With six classes and only four characters, this is a difficult choice. A good rule of thumb for a balanced party is to use two offensive characters (Warriors, Thieves, and Monks) and two spell-casters. While all classes have their good and bad qualities, a Thief isn't as powerful as a Warrior or Monk, and a Black Mage is limited in combat, especially in Normal Mode. In Easy Mode Black Mages are a stronger choice, since they can cast spells much more often. To learn more about each character class, flip ahead to the Character Classes section.

THE CONTROLS

directional buttons Move the character around the screen / move the cursor in various menu screens.



Select an option / inspect an item / open a chest / talk to a person.



Cancel an option, hold down while moving to accelerate (if applicable).



Open the Main menu.



Open the Items menu.

L1

Open the Equipment menu.

L2

Open the Config menu.

R1

Open the Magic menu.

R2

Open the Memo File menu.

START

Finish naming characters at the opening of the game.

○ + START

Display the world map.


GAME BASICS



SOFT RESET

Pressing START + SELECT + L1 + L2 + R1 + R2 takes you back to the opening game screen for *Final Fantasy*. The soft reset does not wipe out your current Memo File.

MAIN MENU

Pressing  while not engaged in battle brings up the Main menu screen, which provides a quick overview of all characters' current status, location and progress through the game.

In addition, there are seven selections that allow you to use Items or Magic, change a character's Equipment, get an in-depth view of a character's Status, change the party's Formation, save the game to a Memo file, or Configure the game settings.

A	Warrior	LV18	Items
HP	422/422	0/0	Magic
MP	0/0	0/0	Equipment
SP	0/0	0/0	Status
DP	0/0	0/0	Formation
EP	0/0	0/0	Memo
FP	0/0	0/0	Config
B	Red Mage	LV18	Elfheim
HP	335/335	15/13	Gil 27353
MP	23/23	4/4	Time 18:20
SP	0/0	0/0	Stps 18753
C	Red Mage	LV18	
HP	334/334	0/0	
MP	23/23	4/4	
SP	0/0	0/0	
D	Monk	LV17	
HP	361/361	0/0	
MP	0/0	0/0	
SP	0/0	0/0	

ITEMS

Use this menu to manage the items in your inventory. With a four column display, the name of each item appears in the first and third columns, while the second and fourth column display how many of that item are in your inventory. Your inventory may hold up to 99 of a single item. Use Sort to rearrange the items held.

The Key Items selection shows the items collected through the adventure. The items displayed here have specific uses triggered by events in the game.

MAGIC

After selecting a character from your party, you are taken to that character's Magic status screen. This screen allows you to Use any spells with white text, or Drop a spell that you wish to replace with another purchase from a Magic shop.

EQUIPMENT

Equip	Optimize	Remove	Equip
B	LV18	MPN	Mythril Sword
Red Mage	SHD		
HP335/335	HLM	Leather Cap	
	ARM	Chain Mail	
	GLV	Leather Gloves	
	ATK	33	
	ACC	56	
	DEF	17	
	EVA	48	

After selecting a character from your party, you are taken to that character's Equip status screen. This screen allows you to Equip Weapons (WPN), Shield (SHD), Helmet (HLM), Armor (ARM) and Gloves (GLV). The four values on the bottom right of the screen change based on the item being equipped. Yellow numbers indicated an improvement, while gray numbers indicate a decline in those four stats.

Select Optimize to default to the equipment with the best stats. Select Remove, then a piece of Equipment to return that piece of equipment back to the party's inventory. Don't leave this screen too quickly! Keep in mind that the Optimize option does not factor in enemies you may encounter. A Mythril Sword has a lower ATK than a Flame Sword, but you don't want to equip a Flame Sword if you're about to face a Red Dragon.

STATUS

After selecting a character from your party, you are taken to that character's Status screen. This screen doesn't allow for any equipment or magic management, but is the only screen that shows all of that character's ability scores (see the Character Classes section for more information on ability scores). The other important information found only on this screen is the character's Current EXP, and the amount necessary for the Next level. Before taking the plunge into a new area, check each character's Status screen to see if anyone is about to level up.

FORMATION

This option on the Main menu allows you to change the order of your party. The two characters selected change places in the marching order of the party.

MEMO

Select this option to save your game's progress to the Memo file. Memo saves can be done at any time while not engaged in battle. Reload a Memo save after a soft reset, or after being defeated in a battle.

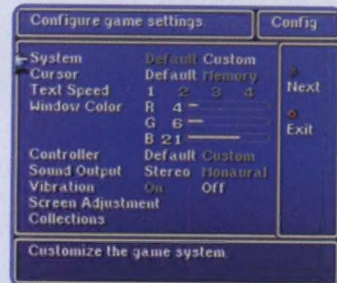
CONFIG

The Config menu allows you to configure the gameplay settings. Highlight a selection to display information on that option at the bottom of the screen.

SYSTEM

After starting a game, you can still fine-tune the game's system. Pull up the Main menu and select Config. In the Config menu put the indicator on System. The other settings (save Collections, which is discussed in the Game Secrets) impact the presentation of the game, and not gameplay.

Choose Default and the game settings are set to those used in the original Final Fantasy. This is the same as setting all Custom options to 'No.' Choose Custom to go to the Customize System menu.



AUTO TARGET

- On If a targeted foe has been defeated, the next attack will be redirected.
- Off Party members attack targeted areas even if enemies there are already defeated.


With this set to 'Off', you must be careful when selecting enemies to attack, or you risk wasting turns attacking the air.

BATTLE SUPPORT

- On Allows use of Life1, Life2, Stona, and Gold Needles in battle.
- Off Disables use of Life1, Life2, Stona, and Gold Needles in battle.

With this off, a character KO'ed or turned to stone in battle remains that way for the remainder of that battle.


DASH

- On Hold down the  button while moving to accelerate.
- Off Movement is restricted to default speed.

This is only effective in towns and dungeons. It has no real impact on gameplay other than speeding through these areas.

BUTTON INFO

- On Displays information on button usage during battle.
- Off No information on button usage is displayed during battle.

This is only helpful if you forget that  cancels your selection and backs up one character/menu.

TERRAIN AND TRAVEL



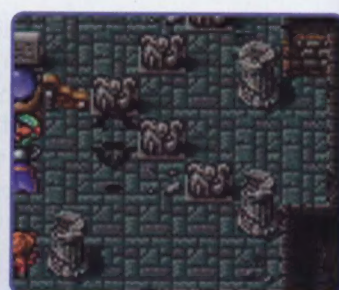
Plains



Forest



Desert



Stone



Mountains



Shallow Water



Deep Water

MODES OF TRANSPORTATION

Walking - The party may walk over Plains, Forest, Desert, and Stone areas.

Ship - The Ship is used to travel in deep water, but is limited to docking at a harbor, until the party gains the use of the Canoe. With the Canoe, the Ship may dock at rivers.

Canoe - The Canoe is used to cross the shallow water of rivers and lakes.

Airship - The Airship flies over every type of terrain, but only lands on open plains.

BASICS OF BATTLE

While searching through dungeons and castles, or travelling from town to town, your party randomly encounters groups of enemies and there are also pre-arranged battles against Bosses that are triggered by speaking with a figure in an area, or by stepping on a certain point.

BETWEEN BATTLES

When not actively engaged in a battle, you have the opportunity to prepare each character and your party as a whole, to improve their chances for survival and success. Each town or monster-infested area may contain improved equipment over what your party currently uses. When you pick up something new (purchased or looted) check it against your characters' current equipment. Items that can't be equipped (Antidotes, Potions, etc.) are generally back-ups for White Magic spells that your party may not have. They're used to restore HP, or remove status ailments and are consumed after a single use. Key Items can't be consumed, and are necessary to trigger certain events and advance the game.

Black and White Magic must be purchased from the appropriate magic shops, which are always located inside a city. Generally, Black Magic is used to inflict damage and status ailments. White Magic is used to restore HP and remove status ailments. Not all characters have the ability to use magic, but keep spell lists full for the ones that can.

Use the Formation command in the Main menu to change the order of your characters (the character in the top position appears on the screen while you're navigating). Enemies seem to target certain slots, so if a character is running low on HP faster than the rest of the party, try switching your party's Formation from time to time.

DURING BATTLE

Unlike the later games in the Final Fantasy series, *Final Fantasy* has a fairly simple battle system. Your characters are each given five choices from which to select one action per round of battle. **Attack** a single enemy with that character's equipped weapon. Use **Magic** to heal allies HP or remove status effects or inflict damage to enemies by diminishing their HP. Use an **Item** from your party's inventory or one that the character has equipped. **Equip** an item from your party's inventory to use in the next round of battle. Or attempt to **Flee** the battle.



STATUS CONDITIONS AND THEIR CURES

Many magical effects raise and lower stats, like Haste and Slow. But there are seven status conditions with special effects that you must watch out for. These can effect both allies and enemies.

POISON

The character takes damage each turn of battle, and for each step taken between battles.

This ailment must be removed with the spell Esuna, or the item Antidote, and carries over after battle.

SLEEP

The character is unable to move or act.

This ailment may go away on any turn, and always goes away after a battle ends.

MUTE

The character is unable to cast spells.

This ailment must be removed with the spell Vox, and always goes away after a battle ends.

KO

When a character's HP reaches 0, that character is unable to move or act.

To revive a KO'ed character, use Life1, Life2 or visit a Sanctuary and make the requested donation.

PARALYSIS

The character is unable to move or act.

This ailment may go away on any turn, and always goes away after a battle ends.

DARKNESS

The character's Accuracy and Evade scores drop.

This ailment must be removed with the spell Lamp, and always goes away after a battle ends.

STONE

You can take no action

This ailment must be removed with the spell Stona, or the item Golden Needle, and carries over after battle.

There is one more status condition, the Confusion caused by the Muddle spell. This affects only enemies, and is noted by them turning the other direction. A confused enemy will attack its comrades at random.

AFTER BATTLE



After a successful battle, the surviving (meaning those that aren't KO'ed or afflicted with Stone) members divvy up the EXP and collect all the Gil left behind.

EXP is used to raise each character's level. The higher a character's level, the more powerful he or she is in combat and the more MP he or she has to use magic. See the Character Classes section for more information on each class.

There are several methods to restore the entire group's HP and MP. Sleeping Bags and Tents restore some HP to each party member, and can be used anywhere on the World Map. Cottages are the same, but restore more HP and all MP to each character. Staying at the Inn of any town restores each character's full HP and MP. Don't let your party get too close to being KO'ed before resting!



THE MAGIC SYSTEM

This is the first, last, and only Final Fantasy game to use a magic system where there are limits both on the number of spells you can cast per level, and the number of spells you can learn per level.

Magic is ranked in level from 1 to 8, and the status screen shows the number of times you can cast a spell from each level. MP (Magic Points) are given by level, and, for example, there is no way to use 3rd level MP to cast a 1st level spell.

EASY VS. NORMAL: MAGIC POINTS

One of the biggest differences between playing Normal Mode vs. Easy Mode is the upper limit of MP for spellcasters. In Easy Mode the limit is considerably higher and the spellcasters gain MP at an accelerated rate. For example, at Level 10, a White Mage in Normal Mode has 6 MP for first level spells. In Easy Mode, a Level 10 White Mage has 20 MP!

The following table shows the differences between the three Mage classes and their MP maximums for Normal Mode (at character level 50) and Easy Mode (at character level 99).

	Red Mage	Black Mage	White Mage
Level 1	9/89	9/99	9/99
Level 2	9/79	9/99	9/99
Level 3	9/69	9/99	9/99
Level 4	9/59	9/99	9/99
Level 5	9/49	9/90	9/90
Level 6	8/39	9/80	9/80
Level 7	8/29	9/65	9/65
Level 8	7/19	9/50	9/50

While there are four Black Magic spells and four White Magic spells in each level, each character can only learn three spells per level. That means that when Black and White Mages go shopping for spells, they won't be able to get one of the four available to them unless an old spell gets erased. The choice for Red Mages and the rest of the character classes that learn magic later in the game is tougher. Red Mages can fill their three slots with any combination of White and Black Magic spells, provided they can learn those spells. Knights have a limited selection of White Magic, and Ninjas face the same situation with Black Magic.

NAME Cure1
COST 100/50
WHERE Cornelia
CLASS Kn RM RW WM WW

Restores 16-32 HP to one character.



NAME Dia1
COST 100/50
WHERE Cornelia
CLASS WM WW

Inflicts 20-80 damage to undead foes.



NAME Shld1
COST 100/50
WHERE Cornelia
CLASS Kn RM RW WM WW

Raises Defense 8 points.



NAME Blink
COST 100/50
WHERE Cornelia
CLASS Kn RW WM WW

Raises own Evasion by 80 points.



NAME Fire1
COST 100/50
WHERE Cornelia
CLASS Ni RM RW BM BW

Inflicts 10-40 fire damage.



NAME Sleep1
COST 100/50
WHERE Cornelia
CLASS Ni RM RW BM BW

Puts foes to sleep.



NAME Focus1
COST 100/50
WHERE Cornelia
CLASS Ni RM RW BM BW

Lowers a foe's Evasion by 10 points.



NAME Bolt1
COST 100/50
WHERE Cornelia
CLASS Ni RM RW BM BW

Inflicts 10-40 lightning damage.

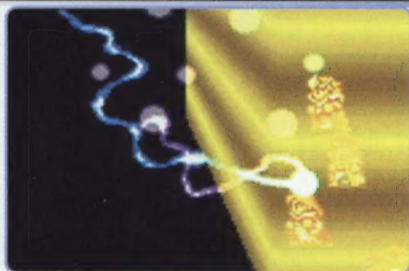


LEVEL 1



NAME	NulBolt
COST	400/250
WHERE	Pravoca
CLASS	Kn RM RW WM WW

Reduces lightning damage by 50%.



NAME	Lamp
COST	400/250
WHERE	Pravoca
CLASS	Kn RM RW WM WW

Cures Darkness.



NAME	Invis1
COST	400/250
WHERE	Pravoca
CLASS	Kn RM RW WM WW

Raises Evasion by 40 points.



NAME	Silence
COST	400/250
WHERE	Pravoca
CLASS	Kn RM RW WM WW

Prevents foes from casting spells.



NAME	Ice1
COST	400/250
WHERE	Pravoca
CLASS	Ni RM RW BM BW

Inflicts 20-80 ice damage.



NAME	Fog
COST	400/250
WHERE	Pravoca
CLASS	Ni RM RW BM BW

Blinds foes with heavy fog.



NAME	Steel
COST	400/250
WHERE	Pravoca
CLASS	Ni RM RW BM BW

Raises Attack by 14 points.



NAME	Slow
COST	400/250
WHERE	Pravoca
CLASS	Ni RM RW BM BW

Slows down foe, reducing their attacks.



NAME NulFire
COST 1500/1000
WHERE Elfheim
CLASS Kn RM RW WM WW

Reduces fire damage by 50%.



NAME Heal1
COST 1500/1000
WHERE Elfheim
CLASS WM WW

Restores 12-24 HP to all characters.



NAME Cure2
COST 1500/1000
WHERE Elfheim
CLASS Kn RM RW WM WW

Restores 33-66 HP to one character.



NAME Dia2
COST 1500/1000
WHERE Elfheim
CLASS WM WW

Inflicts 40-160 damage to undead foes.



NAME Fire2
COST 1500/1000
WHERE Elfheim
CLASS Ni RM RW BM BW

Inflicts 30-120 fire damage.



NAME Bind
COST 1500/1000
WHERE Elfheim
CLASS Ni RM RW BM BW

Paralyzes a foe.



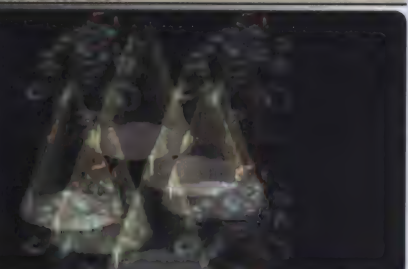
NAME Bolt2
COST 1500/1000
WHERE Elfheim
CLASS Ni RM RW BM BW

Inflicts 30-120 lightning damage.



NAME Focus2
COST 1500/1000
WHERE Elfheim
CLASS Ni RM RW BM BW

Lowers foes' Evasion by 10 points.



LEVEL 3



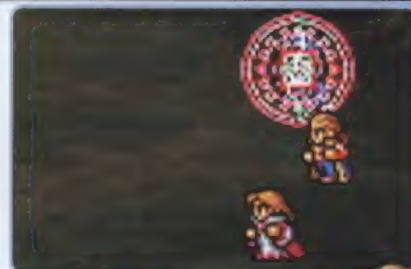
NAME	Nullce
COST	4000/2500
WHERE	Elfheim
CLASS	RM RW WM WW

Reduces ice damage by 50%.



NAME	Vox
COST	4000/2500
WHERE	Elfheim
CLASS	RW WM WW

Cures Mute.



NAME	Fear
COST	4000/2500
WHERE	Elfheim
CLASS	WM WW

Drives foes away in terror.



NAME	Esuna
COST	4000/2500
WHERE	Elfheim
CLASS	RM RW WM WW

Cures Poison.



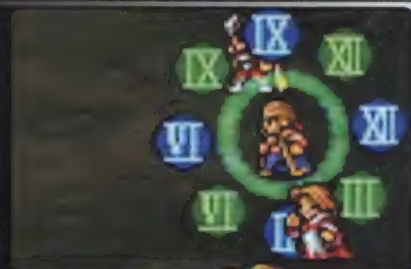
NAME	Sleep2
COST	4000/2500
WHERE	Elfheim
CLASS	Ni RM RW BM BW

Puts one enemy to sleep.



NAME	Haste
COST	4000/2500
WHERE	Elfheim
CLASS	Ni RM RW BM BW

Doubles attack rate of one character.



NAME	Muddle
COST	4000/2500
WHERE	Elfheim
CLASS	Ni RM RW BM BW

Casts Confuse condition on all foes.



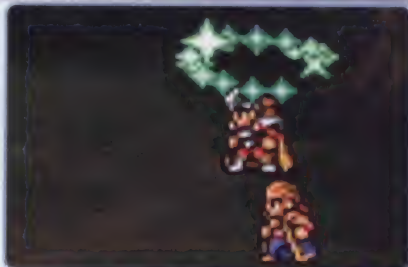
NAME	Ice2
COST	4000/2500
WHERE	Elfheim
CLASS	Ni RM RW BM BW

Inflicts 40-160 ice damage.



NAME Cure3
COST 8000/5000
WHERE Melmond
CLASS RM RW WM WW

Restores 66-132 HP
 to one character.



NAME Heal2
COST 8000/5000
WHERE Melmond
CLASS WM WW

Restores 24-48 HP
 to all characters.



NAME Dia3
COST 8000/5000
WHERE Melmond
CLASS WM WW

Inflicts 60-240
 damage to undead
 foes.



NAME Life
COST 8000/5000
WHERE Melmond
CLASS RW WM WW

Revives an ally
 from KO status.



NAME Fire3
COST 8000/5000
WHERE Melmond
CLASS RM RW BM BW

Inflicts 50-200 fire
 damage.



NAME Poison
COST 8000/5000
WHERE Melmond
CLASS RW BM BW

Instantly annihi-
 lates foes.



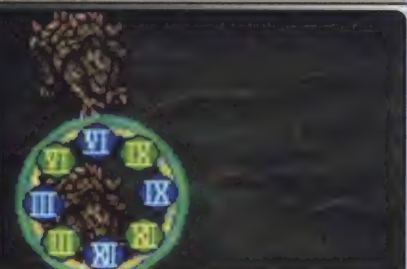
NAME Warp1
COST 8000/5000
WHERE Melmond
CLASS RW BW

Warps the party to
 the previous floor.



NAME Slow2
COST 8000/5000
WHERE Melmond
CLASS RM RW BM BW

Slows down a foe,
 reducing its
 attacks.



LEVEL 5



NAME	Stona
COST	20,000/13,000
WHERE	Crescent Lake
CLASS	WM WW

Cures Stone.



NAME	Invis2
COST	20,000/13,000
WHERE	Crescent Lake
CLASS	RW WM WW

Raises party's Evasion by 40 points.



NAME	Shld2
COST	20,000/13,000
WHERE	Crescent Lake
CLASS	RW WM WW

Raises party's Defense by 12 points.



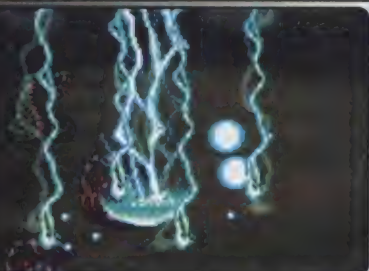
NAME	Warp2
COST	20,000/13,000
WHERE	Crescent Lake
CLASS	RW WW

Warps party out of dungeons.



NAME	Bolt3
COST	20,000/13,000
WHERE	Crescent Lake
CLASS	RW BM BW

Inflicts 60-240 lightning damage.



NAME	Reaper
COST	20,000/13,000
WHERE	Crescent Lake
CLASS	BM BW

Instantly kills a foe.



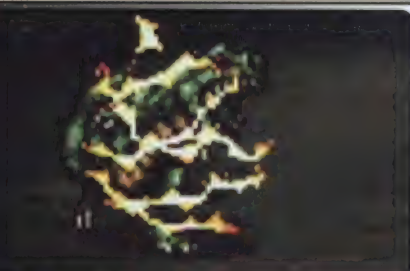
NAME	Quake
COST	20,000/13,000
WHERE	Crescent Lake
CLASS	BM BW

Calls an earthquake to swallow foes.



NAME	Stun
COST	20,000/13,000
WHERE	Crescent Lake
CLASS	BM BW

Paralyzes a foe.



NAME	Cure4
COST	45,000/30,000
WHERE	Gaia
CLASS	WW

Fully restores HP.



NAME	NulMgc
COST	45,000/30,000
WHERE	Onlak
CLASS	RW WM WW

Protects against all instant-death attacks.



NAME	Dia4
COST	45,000/30,000
WHERE	Gaia
CLASS	WW

Inflicts 80-320 damage to undead foes.



NAME	Heal3
COST	45,000/30,000
WHERE	Onlak
CLASS	WM WW

Restores 48-96 HP to all characters.



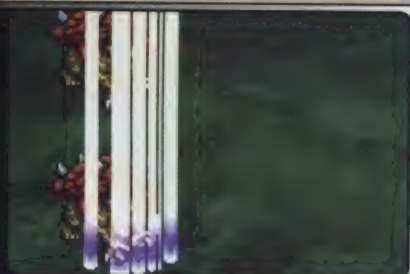
NAME	Ice3
COST	45,000/30,000
WHERE	Gaia
CLASS	RW BM BW

Inflicts 70-280 ice damage.



NAME	Break
COST	45,000/30,000
WHERE	Gaia
CLASS	BW

Petrifies a foe.



NAME	Saber
COST	45,000/30,000
WHERE	Onlak
CLASS	BW

Raises own Attack by 16 and Accuracy by 10.



NAME	Blind
COST	45,000/30,000
WHERE	Onlak
CLASS	BM BW

Blinds a foe.



LEVEL 7



NAME	Holy
COST	60,000/40,000
WHERE	Gaia
CLASS	WW

Damages foes with divine light.



NAME	Dispel
COST	60,000/40,000
WHERE	Gaia
CLASS	WW

Removes all spells cast on target creature.



NAME	Stop
COST	60,000/40,000
WHERE	Gaia
CLASS	BW

Stops time for foes, immobilizing them.



NAME	Doom
COST	60,000/40,000
WHERE	Gaia
CLASS	BW

Instantly kills a foe.



NAME	NulAll
COST	60,000/40,000
WHERE	Gaia
CLASS	WW

Reduces all spell damage by 50%.



NAME	Life2
COST	60,000/40,000
WHERE	Lufenia
CLASS	WW

Revives ally and fully restores HP.



NAME	Banish
COST	60,000/40,000
WHERE	Gaia
CLASS	BW

Creates black hole that may kill all creatures.



NAME	Flare
COST	60,000/40,000
WHERE	Lufenia
CLASS	BW

Blasts foes with light and heat.



LEVEL 8



ARMOR

BODY ARMOR

CLOTH

ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
Shirt	10/8	+1	-2	All Classes	A shirt made of cotton.
Black Robe	-	+24	-2	BW	Robe with Ice2 effect.
White Robe	-	+24	-2	WW	Robe with Invisi2 effect.

ARMOR

ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
Leather Armor	50/40	+4	-8	Wr Kn Th Ni Mo Ma RM RW	Plain armor made of leather.
Chain Mail	80/65	+15	-15	Wr Kn Ni RM RW	Mail made with steel rings.
Steel Plate	800/640	+24	-23	Wr Kn Ni	Armor made of thinly hammered steel.
Knight's Armor	45,000/36,000	+34	-33	Wr Kn	Strong armor made of steel.
Mythril Mail	7500/6000	+18	-8	Wr Kn Ni RM RW	Gleaming armor made of mythril silver.
Flame Mail	-	+34	-10	Wr Kn Ni	Armor forged with the essence of fire.
Ice Armor	-	+34	-10	Wr Kn Ni	Armor forged with the essence of ice.
Diamond Armor	-	+42	-10	Kn	Brilliant armor made of diamond.
Dragon Mail	-	+42	-10	Kn	Armor made with dragon scales.

ARMLETS

ITEM	COST	DEF	EVA	CLASS	NOTE
Copper Armlet	1000/800	+4	-1	All Classes	Armlet made of hammered copper.
Silver Armlet	5000/4000	+15	-1	All Classes	Armlet made of silver.
Ruby Armlet	50,000/40,000	+24	-1	All Classes	Decorative armlet with a ruby inset.
Diamond Armlet	-	+34	-1	All Classes	Decorative armlet with a diamond inset.

SHIELDS

ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
Leather Shield	15/12	+2	+0	Wr Kn Ni	Shield made of leather.
Iron Shield	100/80	+4	+0	Wr Kn Ni	Shield made of iron.
Buckler	2500/2000	+2	+0	Wr Kn Th Ni RM RW	Small shield that is easy to handle.
Mythril Shield	2500/2000	+8	+0	Wr Kn Ni	Shield made of mythril silver.
Flame Shield	-	+12	+0	Wr Kn Ni	Shield forged with the essence of fire.
Ice Shield	-	+12	+0	Wr Kn Ni	Shield forged with the essence of ice.
Diamond Shield	-	+16	+0	Kn	Shield made of diamond.
Aegis Shield	-	+16	+0	Kn	Shield that protects from petrification.

HEAD ARMOR

HELMETS

ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
Leather Cap	80/85	+1	-1	All Classes	Cap made of leather.
Helmet	100/80	+3	-3	Wr Kn Ni	Small helmet.
Grand Helm	450/360	+5	-5	Wr Kn Ni	Helmet that protects entire head.
Mythril Helm	2500/2000	+6	-3	Wr Kn Ni	Helmet made of mythril silver.
Healing Helm	-	+6	-3	Kn Ni	Helmet with Heal effect.
Diamond Helm	-	+8	-3	Kn	Helmet made of diamond.
Ribbon	-	+1	-1	All Classes	Sometimes protects from special attacks.

HAND ARMOR

GLOVES

ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
Leather Gloves	60/50	+1	-1	All Classes	Gloves made of leather.
Bronze Gloves	200/160	+2	-3	Wr Kn Ni	Gloves made of bronze.
Steel Gloves	750/600	+4	-5	Wr Kn Ni	Gloves made of steel.
Mythril Gloves	2500/2000	+6	-3	Wr Kn Ni RW	Gloves made of mythril silver.
Protect Ring	20000/16000	+8	-1	All Classes	Ring that guards against instant death.
Diamond Gloves	-	+8	-3	Kn	Gloves made of diamond.
Gauntlets	-	+6	-3	Kn Ni RW	Gloves with Bolt2 effect.
Giant's Gloves	-	+6	-3	Wr Kn Ni RW	Gloves with Saber effect.

WEAPONS

AXE

ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Battle Axe	550/450	+16	+5	Wr Kn Ni	An axe made for combat.
Great Axe	-	+22	+5	Wr Kn Ni	Large battle axe.
Light Axe	-	+28	+15	Wr Kn Ni	Axe with Dia2 effect.
Mythril Axe	4500/3600	+25	+10	Wr Kn Ni	Axe made of mythril silver.

HAMMER

ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Hammer	10/8	+9	+0	Wr Kn Ni WM WW	A hammer made for combat.
Mythril Hammer	2500/2000	+12	+5	Wr Kn Ni WM WW	Hammer made of mythril silver.
Thor's Hammer	-	+18	+15	Kn Ni WW	Hammer with Bolt2 effect.

STAFF

ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Staff	5/4	+6	+0	Wr Kn Ni Mo Ma RM RW WM WW BM BW	A wooden staff.
Healing Staff	-	+6	+0	Ni WM WW	Staff with Heal effect.
Power Staff	-	+12	+0	Wr Kn Ni Mo Ma WM WW BM BW	A heavy staff.
Mage's Staff	-	+12	+10	Ni BM BW	Staff with Fire2 effect.
Crosier	200/160	+14	+0	Wr Kn Ni Mo Ma	Staff topped with iron rings.
Spellbinder	-	+15	+15	BW	Staff with Muddle effect.

NUNCHAKU

ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Nunchaku	10/8	+12	+0	Ni Mo Ma	Wooden nunchaku.
Iron Nunchaku	200/160	+16	+0	Ni Mo Ma	Nunchaku made of iron.

KNIFE

ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Knife	5/4	+5	+10	Wr Kn Th Ni RM RW BM BW	A small knife.
Dagger	175/140	+7	+10	Wr Kn Th Ni RM RW BM BW	Large battle knife.
Mythril Knife	800/640	+10	+15	Wr Kn Th Ni RM RW BM BW	Knife made of mythril silver.
Cat Claws	65000/52000	+22	+25	Kn Ni RW BW	Very sharp knife.

SWORD

ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Rapier	10/8	+9	+5	Wr Kn Th Ni RM RW	Sword with a slender blade.
Scimitar	200/160	+10	+10	Wr Kn Th Ni RM RW	Sword with a curved blade.
Saber	450/360	+13	+5	Wr Kn Th Ni RM RW	Long-bladed sword made for piercing.
Falchion	450/360	+15	+10	Wr Kn Th Ni RM RW	Sword with a wide blade.
Broadsword	550/450	+15	+10	Wr Kn Ni RM RW	Sword with a wide, doubled-edged blade.
Rune Blade	-	+18	+15	Wr Kn Th Ni RM RW	Sword effective against spellcasting foes.
Werebane	-	+18	+15	Wr Kn Ni RM RW	Sword effective against werebeasts.



ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Coral Sword	-	+19	+15	Wr Kn Th Ni RM RW	Sword effective against aquatics.
Wyrmkiller	-	+19	+15	Wr Kn Th Ni RM RW	Sword effective against dragons
Long Sword	1500/1200	+20	+10	Wr Kn Ni RM RW	Large, double-edged sword.
Claymore	-	+21	+20	Wr Kn Ni RM RW	Sword effective against giants.
Venom Blade	-	+22	+20	Kn Ni RW	Saber with Poison effect.
Mythril Sword	4000/3200	+23	+15	Wr Kn Ni RM RW	Sword made of mythril silver.
Vorpal Sword	-	+24	+25	Kn Ni RW	Sharp-edged crescent sword.
Flame Sword	-	+26	+20	Wr Kn Ni RM RW	Sword forged with the essence of fire.
Ice Brand	-	+29	+25	Wr Kn Ni RM RW	Sword forged with the essence of ice.
Defender	-	+30	+35	Kn Ni RW	Sword with Blink effect.
Sunblade	-	+32	+30	Wr Kn Ni RM RW	Sword effective against the undead.
Sasuke	-	+33	+35	Ni	A light ninja blade.
Excalibur	-	+45	+35	Kn	A sword of phenomenal strength.
Masamune	-	+56	+50	All Classes	The mightiest sword of all.

I T E M S

I T E M S		
ITEM	COST	DESCRIPTION
Potion	60/40	Restores a character's HP by a little.
Antidote	75/50	Cures Poison.
Gold Needle	800/500	Cures Stone.
Sleeping Bag	75/50	Restores a little HP to party and also saves game. Can be used while on the field.
Tent	250/160	Restores a lot of HP to party and also saves game. Can be used while on the field.
Cottage	3000/2000	Restores party's HP and MP and also saves game. Can be used while on the field.

KEY ITEMS	
ITEM	DESCRIPTION
Lute	Most melodious musical instrument.
Crown	Crown that shimmers mysteriously.
Crystal Eye	Mystical orb made of crystal.
Jolt Tonic	Awakens one from deepest slumber.
Mystic Key	Opens magically sealed doors.
Nitro Powder	Powder packed with explosive power.
Adamantite	Legendary metal renowned for its strength.
Rosetta Stone	Stone tablet etched with ancient inscriptions.
Star Ruby	Huge, sparkling, red gem.
Earth Rod	Staff blessed by the spirits.
Levistone	Mysterious rock that floats in the air.
Bell	Sky People's treasured bell.
Rat's Tail	Proof of valor and strength.
Warp Cube	Prismatic cube that glitters with color.
Bottled Faerie	Bottle containing a faerie.
Oxyale	Mysterious liquid that creates air.
Canoe	Light boat good for traversing lakes and rivers.



CHARACTER CLASSES

CHARACTER STATS

UNDERSTANDING ABILITY SCORES

Each character has seven ability scores and four combat parameters. The ability scores are part of each character and increase as they level up. The combat parameters add the effects of ability scores with the effects of equipment.

ABILITY SCORES

HP (Hit Points)

The amount of damage the character can sustain before being KO'ed.

MP (Magic Points)

The number of times a magic user can cast spells for each level. Each spell, regardless of level, costs one magic point of that level to cast.

STR (STRENGTH)

Strength, added to an equipped weapon's strength, determines the amount of damage the character does with an attack.

AGL (AGILITY)

Agility raises the Evasion parameter. Higher Agility scores means it is more likely that the character gets to act earlier in battle, and makes it easier to Flee from combat.

INT (INTELLIGENCE)

Intelligence determines the odds of success on hit-or-miss spells like Sleep and Bind, and the amount of damage or recovery of attack or healing spells.

END (ENDURANCE)

Endurance is used to determine a character's HP growth between levels. A higher Endurance leads to a higher Max HP.

LCK (LUCK)

This stat determines the odds of scoring a Critical Hit (when an attack inflicts double the damage they otherwise would have). Also, like Agility, it makes it easier to Escape from battle and for the party to get a pre-emptive strike.

COMBAT PARAMETERS

The last five scores (HP and MP don't affect the parameters) combined with the effects of equipment, determine the character's four combat parameters:

ATK (ATTACK)

This score is equal to the equipped weapon's power plus half the character's strength.

ACC (ACCURACY)

This is a very important number. Not only does it determine the accuracy of attacks, but also how many are attempted. For each multiple of 32 in this score, the character gets an additional attack. Keep this in mind when deciding whether to equip an accurate weapon, or a powerful one. If the accurate one pushes this score over a multiple of 32, it's the right choice.

DEF (DEFENSE)

When an enemy attack hits, Defense determines how much of the enemy's damage gets through, and how much is blocked by equipped armor. Equipped armor includes SHD (shield), HLM (helm), ARM (armor) and GLV (glove).

DEFENSE VS. EVADE

Heavy armor raises Defense but lowers Evasion. Which means heavily armored Warriors are hit more often, but receive less damage. Armor-less Monks tend to have very high Evasion scores, but take major damage with each hit.

EVA (EVASION)

Evasion is based on Agility but is lowered based on the equipped armor. Where a higher Defense lowers damage suffered from being hit, a higher Evasion lowers the chance of the attack hitting.

EQUIPMENT CARRYOVER

When determining which classes can use which equipment, remember that even after a character changes classes, they are still able to use the equipment from the previous class. For example, if you equip a White Mage with a Diamond Armlet, they will still be able to use it as a White Wizard.

WARRIOR

The game's most basic character may be its best. Warriors can use any weapons and armor (well, all of the best ones), giving them access to very high Attack and Defense parameters on top of their already impressive Strength and Endurance. They have the most HP of any character class.

EQUIPMENT USABLE BY WARRIOR

Armor	Shirt, Leather Armor, Chain Mail, Steel Plate, Knight's Armor, Mythril Mail, Flame Mail, Ice Armor, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
Shield	Leather Shield, Iron Shield, Buckler, Mythril Shield, Flame Shield, Ice Shield, Protect Cloak
Helmet	Leather Cap, Helmet, Grand Helm, Mythril Helm, Ribbon
Gloves	Leather Gloves, Bronze Gloves, Steel Gloves, Mythril Gloves, Giant's Gloves, Protect Ring

WEAPONS USABLE BY WARRIOR

Axe	Battle Axe, Great Axe, Light Axe, Mythril Axe
Hammer	Hammer, Mythril Hammer
Staff	Staff, Power Staff, Crosier
Knife	Knife, Dagger, Mythril Knife
Sword	Rapier, Scimitar, Saber, Falchion, Broadsword, Rune Blade, Werebane, Coral Sword, Wyrmkiller, Long Sword, Claymore, Mythril Sword, Flame Sword, Ice Brand, Sunblade, Masamune

CLASS CHANGE - KNIGHT

Knights have all the strengths of the Warrior, plus the ability to cast White Magic spells up to level 3.

EQUIPMENT USABLE BY KNIGHT

Armor	Diamond Armor, Dragon Mail
Shield	Diamond Shield, Aegis Shield
Helmet	Healing Helm, Diamond Helm
Gloves	Diamond Gloves, Gauntlets, Giant's Gloves

WEAPONS USABLE BY KNIGHT

Hammer	Thor's Hammer
Knife	Cat Claws
Sword	Venom Blade, Vorpall Sword, Defender, Excalibur

WHITE MAGIC USABLE BY KNIGHT

LEVEL 1	LEVEL 2	LEVEL 3
CURE1	NULBOLT	NULFIRE
DIA1	INVIS1	CURE2
SHLD1	LAMP	
BLINK	SILENCE	

LV	HP	STR	AGL	INT	END	LCK
2	↑	↑	↑		↑	
3	↑	↑	↑		↑	↑
4	↑	↑	↑	↑		↑
5	↑	↑	↑		↑	
6	↑	↑	↑		↑	↑
7	↑	↑	↑	↑		↑
8	↑	↑	↑		↑	
9	↑	↑	↑	↑	↑	↑
10	↑	↑	↑	↑		↑
11	↑	↑	↑		↑	
12		↑	↑		↑	↑
13	↑	↑	↑	↑		↑
14	↑	↑	↑		↑	
15		↑	↑		↑	↑
16	↑	↑	↑	↑		↑
17	↑	↑	↑		↑	
18		↑	↑		↑	↑
19	↑	↑	↑	↑		↑
20	↑	↑	↑		↑	
21		↑			↑	↑
22	↑	↑	↑	↑		↑
23	↑	↑	↑		↑	
24		↑			↑	↑
25	↑	↑	↑	↑		↑
26	↑	↑	↑		↑	

LV	HP	STR	AGL	INT	END	LCK
27		↑			↑	↑
28		↑	↑	↑		↑
29	↑	↑	↑		↑	
30		↑			↑	↑
31		↑	↑	↑		↑
32	↑	↑			↑	
33		↑	↑			↑
34		↑		↑	↑	
35	↑	↑	↑			↑
36		↑			↑	
37		↑	↑	↑		↑
38	↑	↑			↑	
39		↑	↑			↑
40		↑		↑	↑	
41	↑	↑	↑			
42		↑				
43	↑	↑	↑	↑		
44	↑	↑				
45	↑	↑	↑			
46		↑				
47	↑	↑	↑			
48		↑				
49		↑	↑			
50	↑	↑				

LV	HP	STR	AGL	INT	END	LCK
51	↑	↑	↑		↑	↑
52	↑	↑	↑			↑
53		↑		↑	↑	↑
54		↑	↑			↑
55	↑	↑			↑	↑
56		↑		↑		
57		↑	↑		↑	↑
58		↑	↑			
59		↑		↑	↑	↑
60		↑	↑			
61	↑	↑			↑	↑
62		↑		↑		
63	↑	↑			↑	↑
64		↑	↑			
65	↑			↑	↑	↑
66		↑	↑			
67		↑	↑		↑	↑
68		↑		↑		
69		↑	↑		↑	↑
70		↑	↑			
71		↑		↑	↑	↑
72		↑	↑			
73	↑	↑			↑	↑
74	↑			↑		↑
75		↑	↑		↑	↑

LV	HP	STR	AGL	INT	END	LCK
76		↑	↑			
77		↑		↑	↑	↑
78		↑	↑			
79	↑	↑			↑	↑
80				↑		
81			↑		↑	↑
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83				↑	↑	↑
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89				↑	↑	↑
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91			↑		↑	↑
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93			↑		↑	↑
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95			↑		↑	↑
96			↑			
97			↑		↑	
98			↑			
99			↑			

CHARACTER CLASSES



THIEF

The Thief is more fragile than the Warrior and does far less damage. All you get in return is Agility and Luck, which makes it easy to escape battles and occasionally allows your party to attack first. The Thief can only wear light armor and has a limited selection of weapons.

EQUIPMENT USABLE BY THIEF

Armor	Shirt, Leather Armor, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
Shield	Buckler
Helmet	Leather Cap
Gloves	Leather Gloves, Protect Ring

WEAPONS USABLE BY THIEF

Knife	Knife, Dagger, Mythril Knife
Sword	Rapier, Scimitar, Saber, Falchion, Rune Blade, Coral Sword, Wyrmlkiller, Masamune

CLASS CHANGE - NINJA

The Thief does get a bigger boost from the Class Change than any other character, but it's still not up to Knight standards. Ninjas use Black Magic spells up to level 4, including the all-important Haste. They also have access to a wider variety of weapons and armors than the Thief.

EQUIPMENT USABLE BY NINJA

Armor	Chain Mail, Steel Plate, Mythril Mail, Flame Mail, Ice Armor
Shield	Leather Shield, Iron Shield, Mythril Shield, Flame Shield, Ice Shield, Protect Cloak
Helmet	Helmet, Grand Helm, Mythril Helm, Healing Helm
Gloves	Bronze Gloves, Steel Gloves, Mythril Gloves, Gauntlets, Giant's Gloves

WEAPONS USABLE BY NINJA

Axe	Battle Axe, Great Axe, Light Axe, Mythril Axe
Hammer	Hammer, Mythril Hammer, Thor's Hammer
Staff	Staff, Healing Staff, Power Staff, Mage's Staff, Crosier
Nunchaku	Nunchaku, Iron Nunchaku
Knife	Cat Claws
Sword	Broadsword, Werebane, Long Sword, Claymore, Venom Blade, Mythril Sword, Vorpal Sword, Flame Sword, Ice Brand, Defender, Sunblade, Sasuke

BLACK MAGIC USABLE BY NINJA

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
FIRE1	ICE1	FIRE2	SLEEP2
SLEEP1	FOG	BIND	HASTE
FOCUS1	STEEL	BOLT2	MUDDLE
BOLT1	SLOW1	FOCUS2	ICE2

LV	HP	STR	AGL	INT	END	LCK
2	↑	↑	↑			↑
3	↑	↑		↑	↑	↑
4	↑	↑	↑			↑
5	↑	↑		↑		↑
6		↑	↑		↑	↑
7	↑	↑		↑		↑
8		↑	↑			↑
9	↑	↑			↑	↑
10		↑	↑	↑		↑
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12		↑	↑		↑	↑
13	↑	↑		↑		↑
14			↑			↑
15	↑	↑			↑	↑
16		↑	↑	↑		↑
17			↑			↑
18	↑	↑			↑	↑
19		↑	↑	↑		↑
20			↑			↑
21	↑	↑			↑	↑
22		↑	↑	↑		↑
23			↑			↑
24	↑	↑			↑	↑
25		↑	↑	↑		↑
26						

LV	HP	STR	AGL	INT	END	LCK
27	↑	↑			↑	↑
28		↑	↑	↑		↑
29			↑			↑
30	↑				↑	↑
31		↑	↑	↑		↑
32			↑			↑
33	↑	↑	↑		↑	↑
34		↑	↑	↑		↑
35			↑			↑
36	↑	↑			↑	↑
37	↑	↑	↑	↑		↑
38			↑			↑
39	↑	↑	↑		↑	↑
40		↑	↑	↑		↑
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42		↑			↑	↑
43			↑	↑		↑
44	↑					↑
45			↑		↑	↑
46	↑	↑		↑		↑
47			↑			↑
48		↑			↑	↑
49			↑	↑		↑
50		↑				↑

LV	HP	STR	AGL	INT	END	LCK
51			↑		↑	↑
52	↑		↑	↑		↑
53		↑	↑			↑
54	↑	↑			↑	↑
55			↑	↑		↑
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63	↑	↑			↑	↑
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67			↑	↑		↑
68		↑	↑			↑
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71		↑	↑			↑
72	↑	↑			↑	↑
73			↑	↑		↑
74		↑	↑			↑
75	↑	↑			↑	↑

LV	HP	STR	AGL	INT	END	LCK
76			↑	↑		↑
77		↑	↑			↑
78	↑	↑			↑	↑
79			↑	↑		↑
80	↑	↑				↑
81	↑	↑			↑	↑
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85	↑	↑	↑	↑		↑
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87	↑	↑			↑	↑
88		↑	↑	↑		↑
89	↑	↑				↑
90	↑	↑			↑	↑
91			↑	↑		↑
92	↑	↑				↑
93	↑				↑	↑
94	↑	↑	↑			↑
95						↑
96	↑	↑	↑		↑	↑
97				↑		↑
98		↑	↑			↑
99	↑			↑		↑

WARRIOR-THIEF



MONK

Monks break all the rules. Ignore their stats: They have better Defense and Evasion without armor, and get many more attacks when fighting bare-handed than their Accuracy score should allow. Since Monks shouldn't equip armor or weapons (after level 10 or so, when their bare-hand attacks get good), they're very cheap to maintain. At around level 15 or so, they pass up the Warrior in terms of total damage dealt. The downside is their weak Defense; they get lots of HP, but can still get KO'ed by a single hit from a boss or strong foe.

EQUIPMENT USABLE BY MONK

Armor	Shirt, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
Helmet	Leather Cap, Ribbon
Gloves	Leather Gloves, Protect Ring

WEAPONS USABLE BY MONK

<u>Nunchaku</u>	Nunchaku, Iron Nunchaku
<u>Staff</u>	Staff, Power Staff, Crosier
<u>Sword</u>	Masamune

CLASS CHANGE - MASTER

What does the Monk get from a Class Change? A shiny new sprite. Same Monk, new packaging.

LV	HP	STR	AGL	INT	END	LCK
2	↑		↑			↑
3		↑		↑	↑	↑
4	↑		↑		↑	
5		↑		↑	↑	↑
6			↑		↑	↑
7	↑	↑		↑	↑	
8			↑		↑	↑
9		↑		↑	↑	↑
10			↑		↑	
11		↑		↑	↑	↑
12			↑		↑	↑
13	↑	↑		↑	↑	
14			↑		↑	↑
15		↑		↑	↑	↑
16	↑		↑		↑	
17	↑	↑		↑	↑	↑
18			↑		↑	↑
19		↑		↑	↑	
20	↑		↑		↑	↑
21		↑		↑	↑	↑
22	↑		↑		↑	
23		↑		↑	↑	↑
24			↑		↑	↑
25	↑	↑		↑	↑	
26			↑		↑	↑

LV	HP	STR	AGL	INT	END	LCK
27		↑		↑		↑
28	↑		↑		↑	
29		↑		↑	↑	↑
30			↑		↑	↑
31	↑	↑		↑	↑	
32	↑		↑		↑	↑
33		↑		↑	↑	↑
34	↑		↑		↑	
35		↑		↑	↑	↑
36			↑		↑	↑
37	↑	↑		↑	↑	
38			↑		↑	↑
39		↑		↑	↑	↑
40	↑		↑		↑	
41		↑		↑	↑	↑
42			↑		↑	↑
43	↑	↑		↑	↑	
44			↑		↑	
45		↑		↑	↑	↑
46	↑		↑		↑	
47	↑	↑		↑	↑	
48			↑		↑	↑
49	↑	↑		↑	↑	
50			↑		↑	

LV	HP	STR	AGL	INT	END	LCK
51		↑		↑	↑	↑
52			↑		↑	
53		↑		↑	↑	
54			↑		↑	↑
55		↑		↑	↑	
56			↑		↑	
57		↑		↑	↑	↑
58			↑		↑	
59		↑		↑	↑	
60			↑		↑	↑
61		↑		↑	↑	↑
62			↑		↑	
63		↑		↑	↑	↑
64			↑		↑	↑
65		3		3	3	
66			↑		↑	↑
67		↑		↑	↑	↑
68			↑		↑	
69		↑		↑	↑	↑
70			↑		↑	↑
71		↑		↑	↑	
72			↑		↑	↑
73		↑		↑	↑	↑
74			↑		↑	
75		↑		↑	↑	↑

LV	HP	STR	AGL	INT	END	LCK
76			↑		↑	↑
77		↑		↑	↑	
78			↑		↑	↑
79		↑		↑	↑	↑
80			↑		↑	
81		↑		↑		↑
82			↑			↑
83		↑		↑		
84			↑			↑
85		↑		↑		↑
86			↑			
87		↑		↑		↑
88			↑			↑
89		↑		↑		
90			↑			↑
91		↑		↑		↑
92			↑			
93		↑		↑		↑
94			↑			↑
95		↑		↑		
96			↑			↑
97		↑		↑		↑
98						
99						↑

CHARACTER CLASSES

RED MAGE

The Red Mage can learn both White and Black Magic spells, up to level 5, although some spells are prohibited, and he doesn't get as much MP to cast them. The Red Mage is by far the best fighter of the spell-casters, and can use a wide variety of weapons and armors. The Red Mage makes a good alternative to the Black Mage, especially in Normal Mode.

MAGIC USABLE BY RED MAGE

LEVEL 1		LEVEL 2		LEVEL 3		LEVEL 4		LEVEL 5	
BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC
FIRE1	CURE1	ICE1	NULBOLT	FIRE2	NULFIRE	SLEEP2	NULICE	FIRE3	CURE3
SLEEP1	SHLD1	FOG	INVIS1	BIND	CURE2	HASTE	ESUNA	SLOW2	
FOCUS1		STEEL	LAMP	BOLT2		MUDDLE			
BOLT1		SLOW1	SILENCE	FOCUS2		ICE2			

EQUIPMENT USABLE BY RED MAGE

Armor	Shirt, Leather Armor, Chain Mail, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
Shield	Buckler, Protect Cloak
Helmet	Leather Cap, Ribbon
Gloves	Leather Gloves, Protect Ring

WEAPONS USABLE BY RED MAGE

Staff	Staff
Knife	Knife, Dagger, Mythril Knife
Sword	Rapier, Scimitar, Saber, Falchion, Broadsword, Rune Blade, Werebane, Coral Sword, Wyrmslayer, Long Sword, Claymore, Mythril Sword, Flame Sword, Ice Brand, Sunblade, Masamune

CLASS CHANGE - RED WIZARD

The Red Wizard enjoys a slightly expanded spell list (the Red Wizard can learn spells up to level 7), and can use a few weapons and armors that are prohibited for the Red Mage.

EQUIPMENT USABLE BY RED WIZARD

Gloves	Mythril Gloves, Gauntlets, Giant's Gloves
--------	---

WEAPONS USABLE BY RED WIZARD

Knife	Cat Claws
Sword	Venom Blade Vorpall Sword Defender

MAGIC USABLE BY RED WIZARD

LEVEL 1		LEVEL 4		LEVEL 5		LEVEL 6		LEVEL 7	
WHITE MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC
BLINK	VOX	POISON	LIFE1	BOLT3	SHLD2	ICE3	NULMGC		
		WARP1			INVIS2				
					WARP2				

LV	HP	STR	AGL	INT	END	LCK
2	↑	↑			↑	↑
3			↑	↑	↑	
4	↑	↑			↑	↑
5			↑	↑	↑	
6	↑	↑			↑	↑
7			↑	↑		
8	↑	↑			↑	↑
9	↑		↑	↑		
10	↑	↑				↑
11				↑	↑	
12	↑	↑	↑			↑
13				↑	↑	↑
14	↑	↑				
15			↑	↑	↑	↑
16	↑	↑				↑
17	↑			↑	↑	
18		↑				
19			↑	↑	↑	
20	↑					↑
21			↑	↑	↑	
22	↑					
23				↑	↑	↑
24	↑	↑				↑
25				↑		
26	↑				↑	

LV	HP	STR	AGL	INT	END	LCK
27	↑			↑	↑	↑
28		↑				↑
29				↑	↑	
30	↑	↑				
31						↑
32	↑				↑	↑
33			↑	↑		
34	↑				↑	
35				↑		↑
36	↑	↑				↑
37	↑			↑	↑	
38						
39			↑	↑	↑	↑
40	↑					↑
41				↑		
42	↑	↑			↑	
43				↑		↑
44	↑				↑	↑
45			↑	↑		
46	↑					
47	↑			↑	↑	↑
48		↑				↑
49				↑		
50		↑			↑	

LV	HP	STR	AGL	INT	END	LCK
51			↑	↑		↑
52	↑	↑			↑	↑
53				↑		
54	↑	↑			↑	
55				↑		↑
56	↑	↑			↑	↑
57			↑	↑		
58	↑				↑	
59				↑		↑
60	↑	↑	↑		↑	↑
61				↑		
62		↑			↑	
63			↑	↑		↑
64	↑	↑			↑	↑
65				↑		
66		↑	↑		↑	
67				↑		↑
68	↑	↑			↑	↑
69			↑	↑		
70		↑			↑	
71				↑		↑
72	↑	↑	↑		↑	↑
73				↑		
74		↑			↑	
75			↑	↑		↑

LV	HP	STR	AGL	INT	END	LCK
76	↑	↑			↑	↑
77				↑		
78	↑	↑			↑	
79				↑		↑
80	↑	↑			↑	↑
81			↑	↑		
82	↑				↑	
83				↑		↑
84	↑	↑	↑		↑	↑
85				↑		
86		↑			↑	
87	↑		↑	↑		↑
88		↑				↑
89				↑	↑	
90		↑	↑			
91	↑			↑		↑
92	↑				↑	
93			↑	↑		↑
94	↑					
95	↑		↑	↑	↑	↑
96		↑				
97			↑	↑		↑
98		↑			↑	
99	↑	↑				↑

MONK-RED MAGE



WHITE MAGE

The White Mage learns spells that deal with healing and damaging the Undead. In combat, the White Mage is very weak, but she has a hearty constitution that keeps her alive to tend to the others.

WHITE MAGIC USABLE BY WHITE MAGE

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7
CURE1	NULBOLT	NULFIRE	NULICE	CURE3	STONA	NULMGC
DIA1	INVIS1	CURE2	VOX	HEAL2	SHLD2	HEAL3
SHLD1	LAMP	HEAL1	FEAR	DIA3	INVIS2	
BLINK	SILENCE	DIA2	ESUNA	LIFE1	WARP2	

EQUIPMENT USABLE BY WHITE MAGE

Armor	Shirt, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
Shield	Protect Cloak
Helmet	Leather Cap, Ribbon
Gloves	Leather Gloves, Protect Ring

WEAPONS USABLE BY WHITE MAGE

Hammer	Hammer, Mythril Hammer
Staff	Staff, Healing Staff, Power Staff
Sword	Masamune

CLASS CHANGE - WHITE WIZARD

The White Wizard can learn the entire White Magic spell list, but otherwise is the same as the White Mage.

ARMOR USABLE BY WHITE WIZARD

Body	White Robe
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WEAPONS USABLE BY WHITE WIZARD

Hammer	Thor's Hammer
--------	---------------

WHITE MAGIC USABLE BY WHITE WIZARD

LEVEL 7	LEVEL 8
CURE4	HOLY
DIA4	NULALL
	DISPEL
	LIFE2

LV	HP	STR	AGL	INT	END	LCK
2	↑	↑	↑	↑		↑
3		↑	↑	↑	↑	
4	↑	↑		↑		↑
5			↑	↑	↑	
6	↑			↑		↑
7		↑		↑	↑	
8	↑		↑	↑		↑
9			↑	↑	↑	
10	↑	↑		↑		↑
11			↑	↑	↑	
12	↑			↑		↑
13		↑		↑	↑	
14	↑		↑	↑		↑
15			↑	↑	↑	
16	↑	↑		↑		↑
17	↑		↑	↑	↑	
18			↑	↑		↑
19	↑	↑		↑	↑	
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21			↑	↑	↑	
22	↑	↑		↑		↑
23			↑	↑		↑
24	↑			↑	↑	
25		↑		↑		↑
26			↑	↑		↑

LV	HP	STR	AGL	INT	END	LCK
27				↑	↑	
28	↑	↑		↑		
29			↑	↑		↑
30				↑	↑	
31		↑				
32	↑		↑			↑
33				↑		
34		↑				
35			↑			↑
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37	↑	↑				
38			↑			↑
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40		↑				
41			↑			↑
42	↑				↑	
43		↑				
44			↑			↑
45				↑		
46		↑				
47	↑		↑			↑
48				↑		
49		↑				
50			↑			↑

LV	HP	STR	AGL	INT	END	LCK
51	↑	↑	↑	↑	↑	
52		↑		↑		↑
53		↑		↑	↑	
54	↑		↑	↑		↑
55				↑	↑	
56		↑		↑		↑
57	↑		↑	↑	↑	
58				↑		↑
59		↑		↑	↑	
60	↑		↑	↑		↑
61				↑		
62		↑		↑	↑	
63	↑		↑	↑		↑
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66	↑		↑	↑		↑
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68		↑		↑	↑	
69	↑		↑	↑		↑
70				↑		
71		↑		↑	↑	
72	↑			↑		↑
73				↑		
74		↑		↑	↑	
75	↑		↑	↑		↑

LV	HP	STR	AGL	INT	END	LCK
76				↑		
77		↑		↑	↑	
78	↑		↑	↑		↑
79				↑		
80		↑			↑	
81	↑		↑			↑
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86		↑			↑	
87	↑		↑			↑
88						
89		↑			↑	
90	↑		↑			↑
91				↑		
92		↑				↑
93	↑		↑		↑	
94						↑
95		↑	↑		↑	
96						↑
97			↑		↑	
98		↑				↑
99			↑			↑

CHARACTER CLASSES

BLACK MAGE

The Black Mage learns spells that cause damage and negative status ailments to enemies. Unfortunately, in Normal Mode you can only rarely afford to use them. That forces the Black Mage to rely on his weak combat skills. The Black Mage also has the lowest HP of all classes.

BLACK MAGIC USABLE BY BLACK MAGE

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7
FIRE1	ICE1	FIRE2	SLEEP2	FIRE3	BOLT3	ICE3
SLEEP1	FOG	BIND	HASTE	POISON	REAPER	BLIND
FOCUS1	STEEL	BOLT2	MUDDLE	SLOW2	QUAKE	
BOLT1	SLOW1	FOCUS2	ICE2		STUN	

EQUIPMENT USABLE BY BLACK MAGE

Armor	Shirt, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
Shield	Protect Cloak
Helmet	Leather Cap, Ribbon
Gloves	Leather Gloves, Protect Ring

WEAPONS USABLE BY BLACK MAGE

Staff	Staff, Mage's Staff, Power Staff
Knife	Dagger, Mythril Knife
Sword	Masamune

CLASS CHANGE - BLACK WIZARD

The Black Wizard can learn the entire Black Magic spell list, but is otherwise the same as the Black Mage.

EQUIPMENT USABLE BY BLACK WIZARD

Armor	Black Robe
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WEAPONS USABLE BY BLACK WIZARD

Staff	Spellbinder
Knife	Cat Claws

BLACK MAGIC USABLE BY BLACK WIZARD

LEVEL 5	LEVEL 7	LEVEL 8
WARP1	BREAK	BANISH
	SABER	DOOM
		FLARE
		STOP

LV	HP	STR	AGL	INT	END	LCK
2	↑			↑		
3			↑	↑	↑	
4	↑	↑		↑		↑
5				↑	↑	
6	↑		↑	↑		↑
7		↑		↑	↑	
8	↑			↑		↑
9			↑	↑	↑	
10		↑		↑		↑
11	↑			↑		
12			↑	↑	↑	
13		↑		↑		
14	↑			↑		↑
15			↑	↑		
16		↑		↑	↑	
17				↑		
18	↑		↑	↑		↑
19		↑		↑		
20			↑	↑		
21			↑	↑		
22	↑	↑		↑		↑
23				↑		
24			↑	↑	↑	
25		↑		↑		
26	↑			↑		↑

LV	HP	STR	AGL	INT	END	LCK
27			↑	↑		
28		↑		↑	↑	
29				↑		
30	↑		↑	↑		↑
31		↑		↑		
32				↑	↑	
33			↑	↑		
34		↑		↑		↑
35	↑			↑		
36			↑	↑	↑	
37		↑		↑		
38				↑		↑
39			↑	↑		
40		↑		↑	↑	
41	↑			↑		
42				↑		↑
43				↑		
44				↑	↑	
45				↑		
46				↑		↑
47				↑		
48				↑	↑	
49				↑		
50				↑		↑

LV	HP	STR	AGL	INT	END	LCK
51	↑	↑	↑	↑	↑	
52		↑	↑			
53			↑		↑	
54	↑		↑	↑		
55	↑		↑	↑		
56			↑		↑	
57	↑		↑	↑		
58		↑	↑			
59	↑			↑		↑
60	↑		↑	↑		
61		↑	↑			
62			↑		↑	
63	↑	↑		↑	↑	
64		↑	↑			
65			↑		↑	
66	↑		↑			
67	↑		↑	↑	↑	
68			↑			
69	↑		↑		↑	
70		↑	↑			
71	↑			↑	↑	
72	↑		↑			
73		↑	↑		↑	
74			↑			
75	↑	↑		↑	↑	

LV	HP	STR	AGL	INT	END	LCK
76		↑	↑			
77			↑		↑	
78	↑		↑			
79	↑		↑	↑	↑	
80			↑			
81	↑		↑		↑	
82		↑	↑			
83	↑			↑	↑	
84	↑		↑			
85		↑	↑		↑	
86			↑			
87	↑	↑		↑	↑	
88		↑	↑			
89			↑		↑	
90			↑			
91	↑			↑	↑	
92			↑			
93			↑		↑	
94			↑			
95	↑			↑	↑	
96			↑			
97			↑		↑	
98			↑			
99			↑	↑	↑	

WHITE MAGE - BLACK MAGE



CHAPTER I



Visit the king of Cornelia.



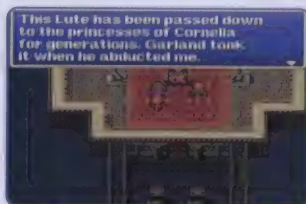
Purchase spells and supplies.



Head north to the Temple of Chaos.



Battle Garland in the Temple of Chaos.



Receive the Lute from Princess Sarah.



The king orders the bridge repaired.



CORNELIA CITY



CHAPTER I



Shop Data

Location	Cost	Function
Sanctuary	40	Restore KO'ed party members
Inn	30	Restore party's HP and MP

WHITE MAGIC, LEVEL 1

Spell	Cost	Class
Cure1	100/50	Kn RM RW WM WW
Dia1	100/50	WM WW
Shld1	100/50	Kn RM RW WM WW
Blink	100/50	Kn RW WM WW

BLACK MAGIC, LEVEL 1

Spell	Cost	Class
Fire1	100/50	Ni RM RW BM BW
Sleep1	100/50	Ni RM RW BM BW
Focus1	100/50	Ni RM RW BM BW
Bolt1	100/50	Ni RM RW BM BW

SHOPPING RECOMMENDATIONS

Spells

Spell selection is a bit trickier than equipment and items. The first one to get is Cure1, which should keep you safe as you battle nearby foes for EXP and Gil. Black and Red Mages should get Fire1 so they have a source of damage (more early enemies are weak to that than Bolt1), and the very effective Sleep1 spell so they have a way of dealing with large groups of foes. If you have extra Gil before facing the Temple of Chaos, come back and pick up Dia1 to help deal with the Undead creatures there. When you have enough money to pick up a third spell for Black and White Mages, opt for Bolt1 and Shld1, respectively.

SHOPPING RECOMMENDATIONS

Equipment and Items

You start with 400 Gil, which is enough to outfit everyone with equipment and pick up one or two spells (three or four in Easy Mode). There isn't too much to say about weapons and armor: Get everyone the best stuff they can use. If you're trying to save money, skimp on the Monk's items, since he grows out of them in a few levels.

WEAPON SHOP

Item	Cost	ATK	ACC	Class
Nunchaku	10/8	+12	+0	Ni Mo Ma
Knife	5/4	+5	+10	Wr Kn Th Ni RM RW WM WW
Staff	5/4	+6	+0	Wr Kn Ni Mo Ma RM RW WM WW BM BW
Rapier	10/8	+9	+5	Kn Wr Th Ni RM RW
Hammer	10/8	+9	+0	Wr Kn Ni RW WM

ARMOR SHOP

Item	Cost	DEF	EVA	Class
Shirt	10/8	+1	-2	All Classes
Leather Armor	50/40	+4	-8	Wr Kn Th Ni Mo Ma RM RW
Chain Mail	80/65	+15	-15	Wr Kn Ni RM RW

ITEM SHOP

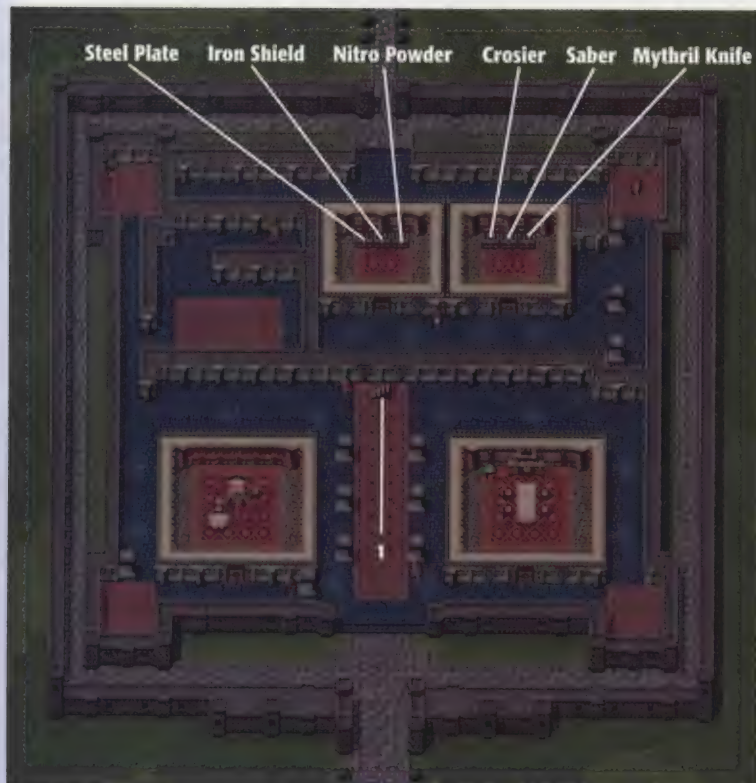
Item	Cost
Potion	60/40
Antidote	75/50
Sleeping Bag	75/50

Cornelia Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
BLACK WIDOW	28	10	0	28	-	8	30
CRAZY HORSE	64	10	2	40	-	15	63
GIGAS WORM	56	17	8	40	FIRE	15	63
GOBLIN	8	4	4	16	-	6	6
GOBLIN GUARD	16	8	6	23	-	18	18
SKELETON	10	10	0	17	FIRE, DIA	3	9
WOLF	20	8	0	28	-	6	24

The enemies near Cornelia are quite weak. Even a White or Black Mage should be able to take out a Goblin in one hit, but Goblin Guards may require the attention of your Warriors. Wolves have 24 HP and may require multiple hits, but aren't much of a threat. The most dangerous foe in this area is the rare Crazy Horse. With 64 HP and an attack score of 10, these foes can take out a level 1 character in one hit. Since you never know when you might run into one, keep your HP near max at all times. You can always run away, but stay and fight whenever possible: A fallen Crazy Horse gives up 63 EXP.

CORNELIA CITY



THE ADVENTURE BEGINS

The party materializes outside of the town of Cornelia bare-handed, unarmored, and with no spells or items. Fortunately, Cornelia has everything an adventurer needs, as well as a lead on the first quest. Walk into any of the six red buildings south of the castle to be transported into the city.



AN AUDIENCE WITH THE KING

Please go see His Majesty at once!



Talk to one of the guards at the exits to be transported to the castle (which you can also walk to by leaving through the north exit). The king asks you to rescue Princess Sarah, who has been kidnapped by the knight Garland and taken to the Temple of Chaos in the northwest. This just goes to show you—when you build a “Temple of Chaos” near a town, you should expect it to cause a certain amount of trouble.

LEVELING UP BEFORE THE TEMPLE



The Temple is probably a bit beyond your capabilities at level 1, so buy equipment, build EXP and Gil, then go back to Cornelia. Buy the supplies you couldn't afford earlier, revive your dead at the clinic, and get the party back to full HP and MP at the Inn. Once at around level 3, you should be able to handle Garland safely.

CHAPTER I



TEMPLE OF CHAOS



Temple of Chaos Area Encounters

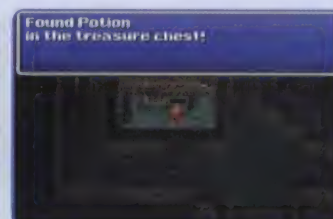
NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
BLACK WIDOW	28	10	0	28	-	8	30
GHOUL	48	8	6	36	FIRE, DIA	50	93
GIGAS WORM	56	17	8	40	FIRE	15	63
GOBLIN	8	4	4	16	-	6	6
GOBLIN GUARD	16	8	6	23	-	18	18
SKELETON	10	10	0	17	FIRE, DIA	3	9
WARG WOLF	72	14	0	46	-	22	93
WEREWOLF	68	14	6	45	-	67	135
WOLF	20	8	0	28	-	6	24
ZOMBIE	20	10	0	25	FIRE, DIA	12	24



While in the area outside of the Temple of Chaos, you encounter the enemies from around Cornelia in larger quantities, and even run into some Temple enemies. Black Widows are as damaging as Crazy Horses, but much weaker, and can be easily killed by a concentrated attack. Skeletons often go down in one hit, but a Dia1 spell helps against large groups. Gigas Worms are very dangerous: Try to knock them out with Sleep1, then cast Fire1 spells to exploit their elemental weakness.

Enemies like Gigas Worms and Black Widows are more common inside the Temple, and new undead enemies join Skeletons: Ghouls and Zombies. Mages begin to pay off as Gigas Worms are weak against Fire1, and all undead creatures are weak to both Fire1 and Dia1.

Other new foes include Werewolves and Warg Wolves. These are both dangerous, so if you catch one among a large group of Wolves or Goblins, try to put it to sleep and have everyone target it with their standard attacks. If you don't have Sleep1 or can't afford to cast a spell, it may be wiser to run away.



TEMPLE OF CHAOS



RAIDING THE TEMPLE

You can be in and out of this temple very quickly if you know where to go. There are treasure rooms in all four corners, but the northeast and southeast treasure rooms are both locked with a key you do not yet possess. That leaves only the northwest room, which contains a **Potion** and a **Tent**, and the southwest room, which contains a **Leather Cap**. Give the Leather Cap to your weakest mage for a small defense boost.

GARLAND

HP	M.D.
106	64
POW	GIL
15	250
P.D.	EXP
10	130
WEAK	
-	

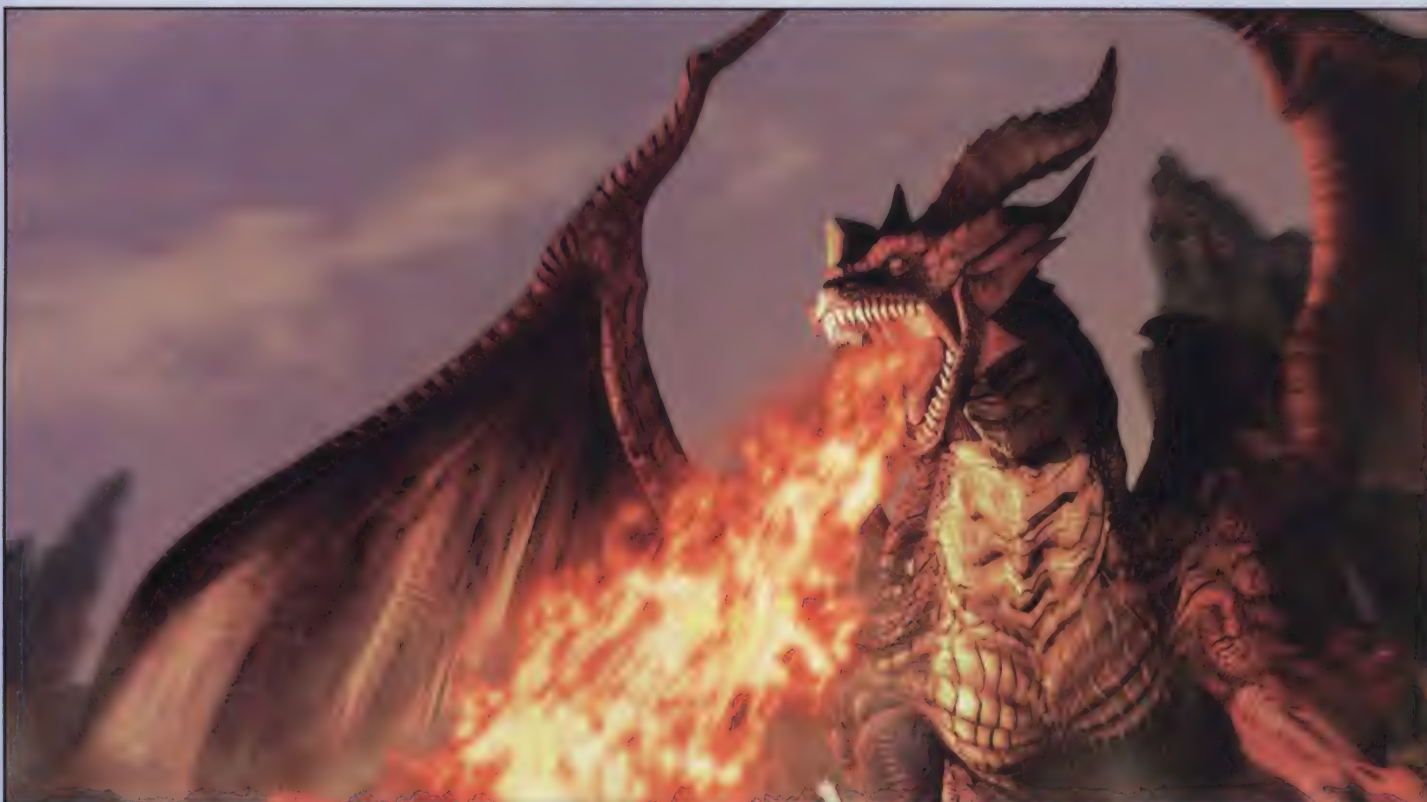
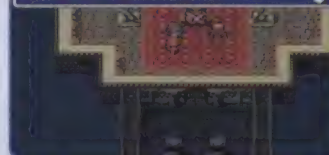
If you don't care about loot and are ready to face Garland, then the end of this Temple is only a few steps away. Walk straight into the room to the north of the entrance. Garland has 106 HP, and is quite strong against magic, so rely on physical attacks. Your designated healer (a White or Red Mage) should use Cure1 to heal whoever Garland attacks, while everyone else attacks every turn. Easy Mode players with spells to spare can have their Red or Black Mages use Fire1 and Bolt1 for a little extra damage.



REWARDS AWAIT AT CORNELIA CASTLE

When Garland falls, talk to Princess Sarah to be transported back to the castle. As a reward, the king orders the bridge to the north to be rebuilt, opening up the next area of the quest. Make sure to talk to Princess Sarah again before leaving, as she too has a reward for you. Her **Lute** is the game's first key item, but it won't come into play for a very long time.

This Lute has been passed down to the princesses of Cornelia for generations. Garland took it when he abducted me.



CHAPTER I



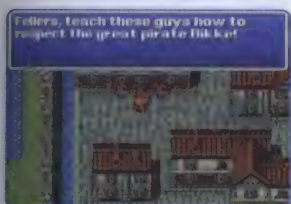
CHAPTER II



Visit Matoya's Cave.



Journey east to Pravoca.



Battle Pirate Bikke for his Ship.



Set sail south to Elfheim.



Encounters North of the Bridge

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
CRAZY HORSE	64	10	2	40	-	15	63
GIGAS WORM	56	17	8	40	FIRE	15	63
GOBLIN GUARD	16	8	6	23	-	18	18
LIZARD	92	18	12	55	-	50	153
OGRE	100	18	10	65	-	195	195
SCORPION	84	22	10	55	-	70	225
TARANTULA	64	5	12	46	-	50	141
WARG WOLF	72	14	0	46	-	22	93
WEREWOLF	68	14	6	45	-	67	135

The more difficult Temple enemies, like Gigas Worms, Werewolves, and Warg Wolves, guard the way to both Matoya's Cave and Pravoca. They are joined by new foes like the Ogre, a giant purple beast with 100 HP and no magical weaknesses. Battling a single Ogre is just like fighting Garland again, but it's worth the trouble: They give up 195 EXP and 195 Gil. Lizards are nearly as tough but a lot less lucrative, so you may want to run away and save your resources for more worthwhile foes.

The empty area south of Pravoca contains new enemies called Scorpions. These foes are very tough, poisonous, and expensive Antidotes are the only way of curing that condition now.

MATOYA'S CAVE

ITEMS FOUND

Potion (x2)

Antidote



When you cross the bridge, you face a decision: head north to Matoya's Cave, or east to Pravoca. Matoya's Cave is optional at this point, but the detour is a good source of experience and you can raid her home for two Potions and an Antidote. If you do decide to pay Matoya a visit, head back to Cornelia afterwards for healing, as the Ogres that guard her cave are tough.

MATOYA'S CAVE



PRAVOCA



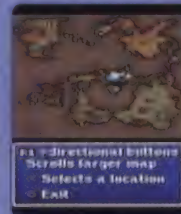
ITEMS FOUND

Ship

WORLD MAP

"Flip" the last sentence the talking brooms say by reading it backward to unlock the secret of opening the game's world map. Hold Circle and press Start while in the overworld to try it out.

Flipper over, flip flip!
Eerie dms, trats!



Switch type
Current location
Castle Cornelia
Cornelia
Temple of Chaos
Hutaga's Cave

8-way directional buttons
Scrolls larger map
Selects a location
Exit

THE ROAD TO PRAVOCA

The road to Pravoca is much longer, and the encounters are likely to be quite grueling. To get there, head due east then go south a bit when you run into the sea.



CHAPTER II



Shop Data

Location	Cost	Function
Sanctuary	80	Restore KO'ed party members
Inn	50	Restore party's HP and MP

WHITE MAGIC, LEVEL 2

Spell	Cost	Class
Lamp	400/250	Kn RM RW WM WW
Silence	400/250	Kn RM RW WM WW
NulBolt	400/250	Kn RM RW WM WW
Invis1	400/250	Kn RM RW WM WW

BLACK MAGIC, LEVEL 2

Spell	Cost	Class
Ice1	400/250	Ni RM RW BM BW
Fog	400/250	Ni RM RW BM BW
Steel	400/250	Ni RM RW BM BW
Slow1	400/250	Ni RM RW BM BW

SHOPPING RECOMMENDATIONS

Spells

None of the White Magic spells are a must have at this point. Lamp and Silence aren't as worthwhile, and while you should pick up NulBolt at some point, it won't be until much later in the game that it really comes in handy. That leaves Invis1 as the best choice for now.

Your money is better spent on Black Magic spells. Ice1 is a strong elemental attack. In a game where few bosses are weak to magic, Attack-boosting Steel is the best utility spell early in the game. If you want to fill the third slot, Slow1 is decent but isn't as good as Sleep1.

SHOPPING RECOMMENDATIONS

Equipment and Items

The new weapons here are expensive! If you're low on cash, pick up a Scimitar for your Thief first since it's the most cost-effective weapon. When you can afford it, get Broadwords for your Warriors and Red Mages. The Broadsword's accuracy makes it a better choice than the Battle Axe. At least the Leather Shield is pretty cheap. Everything else is overpriced, but if you have extra money get the Gloves for anyone who needs a defensive boost

WEAPON SHOP

Item	Cost	ATK	ACC	Class
Hammer	10/8	+9	+0	Wr Kn Ni RW WM
Broadsword	550/450	+15	+10	Wr Kn Ni RM RW
Battle Axe	550/450	+16	+5	Wr Kn Ni
Scimitar	200/160	+10	+10	Wr Kn Th Ni RM RW

ARMOR SHOP

Item	Cost	DEF	EVA	Class
Leather Armor	50/40	+4	-8	Wr Kn Th Ni Mo Ma RM RW
Chain Mail	80/65	+15	-15	Wr Kn Ni RM RW
Steel Plate	800/640	+24	-23	Wr Kn Ni
Leather Shield	15/12	+2	+0	Wr Kn Ni
Leather Gloves	60/50	+1	-1	All classes

ITEM SHOP

Item	Cost
Potion	60/40
Antidote	75/50
Sleeping Bag	75/50
Tent	250/125

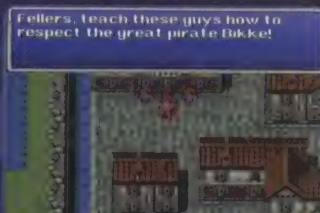
TAKE DOWN THE PIRATES

Go to the Inn and do your shopping as soon as you arrive; you want to be at full strength when you talk to the Pirates in the northwest corner of the city and get forced into a battle.

PIRATES

HP	M.D.
6	15
POW	GIL
8	40
P.D.	EXP
0	40
WEAK	

The nine Pirates look intimidating, but only have 6 HP each. A successful Sleep1 spell makes this battle a snap, but it won't be hard to just slash and stab through this fight. As an apology, the defeated Captain Bikke hands over the deed to his Ship, located at the dock just south of town.



SETTING SAIL FOR ELFHEIM



Steer to the west, and set a course for Cornelia. You don't have any pressing business there, but ship battles can be rough, so you may need to visit the Inn before the next leg of the journey. Also, if you don't have the Black Magic spell Bolt1 yet, buy it now because it's effective against enemies in the sea. From the port south of Cornelia, head due south. When you hit land, there is a port just to the west. It's a short walk from there to Elfheim.

Ship Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
GOGGLER	10	4	0	14	BOLT	10	42
PRIVATEER	50	14	6	37	-	120	60
SAHAGIN	28	10	4	28	BOLT	30	30
SAHAGIN CHIEF	64	15	8	46	BOLT	105	105
SHARK	120	22	0	70	BOLT	66	267

There are only a handful of enemies who are capable of attacking you on the ship, but the battles can be quite difficult for low-level parties. Privateers are much heartier than their Pirate cousins, but are still fairly easy to beat. Sahagins are the most common encounter, sometimes teaming with the rarer Sahagin Chiefs. All Sahagins are weak to Lightning, so use Bolt1 to take out the red chiefs while Warriors cull the greens.

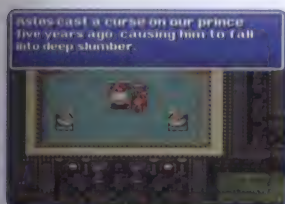
The most dangerous enemies are Sharks, which combine a high attack score with a meaty 120 HP. They're also weak against Bolt Spells, so a Black Mage can even the odds a bit. If you encounter Sharks in the company of a Goggler, take out the Goggler first. These enemies paralyze characters one by one, setting them up to be shredded by the Sharks. Fortunately, Gogglers have only 10 HP, and can be easily eliminated.



CHAPTER II



CHAPTER III



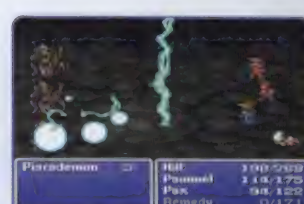
Talk to the Elf Prince's Regent.



Accept a quest from the king of Western Keep.



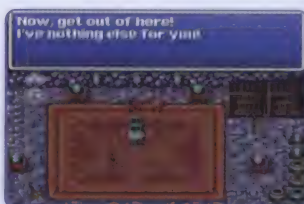
Enter the Marsh Cave west of Elfheim.



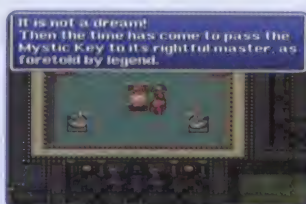
Battle the Piscodemons for the Crown.



Return the Crown to the king of Western Keep.



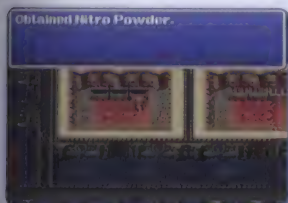
Return the Crystal Eye to Matoya's Cave.



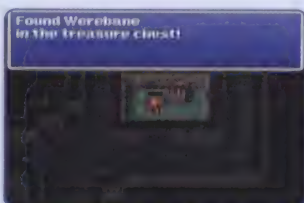
Revive the Prince and get the Mystic Key.



Loot Elfheim Castle, Western Keep, and the Marsh Cave.



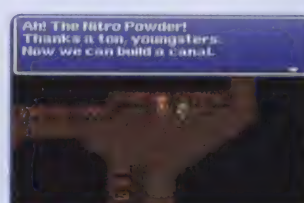
Get the Nitro Powder at Cornelia Castle.



Collect some valuable treasures in the Temple of Chaos.



Sail northwest to Mt. Duergar.

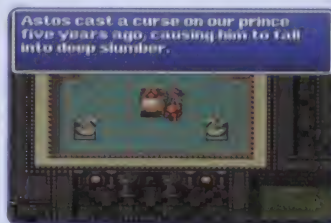


Give Nerrick the Nitro Powder.



ELVEN CASTLE

Like Cornelia, Elfheim consists of both a town and a castle. There's no way to get to the castle from town, so you must enter it from the world map. At the castle you find that the prince has been cursed by a dark elf named Astos. Matoya may have the cure, but she isn't going to help anyone until she gets her Crystal Eye back.



ELFHEIM



Elfheim Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
COBRA	56	6	6	46	-	50	123
GHOST	56	8	10	40	FIRE, DIA	117	117
GIGAS WORM	56	17	8	40	FIRE	15	63
GOBLIN GUARD	16	8	6	23	-	18	18
OGRE	100	18	10	65	-	195	195
OGRE CHIEFTAIN	132	23	14	71	-	300	282
TARANTULA	64	5	12	46	-	50	141
WARG WOLF	72	14	0	46	-	22	93
WEREWOLF	68	14	6	45	-	67	135
WOLF	20	8	0	28	-	6	24

A few new beasts have been added to the usual assortment of overworld foes in the Elfheim/Marsh Cave area. Ogres are now likely to be accompanied by Ogre Chieftains, although the green chieftains are only marginally more difficult.

Status conditions are often more of a threat than physical damage, so beware of Undead-class Ghosts who can paralyze their victims. Cobras and Tarantulas are also dangerous, as each of their hits can poison its target. These two have basically the same stats with weak attack and defense, and 56 and 64 HP respectively. Nevertheless, they should be eliminated quickly, and you should carry several Antidotes at all times until you learn the White Magic spell Esuna.



CHAPTER III



Shop Data

Location	Cost	Function
Sanctuary	200	Restore KO'ed party members
Inn	100	Restore party's HP and MP

WHITE MAGIC, LEVEL 3

Spell	Cost	Class
Cure2	1500/1000	Kn RM RW WM WW
Dia2	1500/1000	WM WW
NulFire	1500/1000	Kn RM RW WM WW
Heal1	1500/1000	WM WW

BLACK MAGIC, LEVEL 3

Spell	Cost	Class
Fire2	1500/1000	Ni RM RW BM BW
Bind	1500/1000	Ni RM RW BM BW
Bolt2	1500/1000	Ni RM RW BM BW
Focus2	1500/1000	Ni RM RW BM BW

WHITE MAGIC, LEVEL 4

Spell	Cost	Class
Esuna	4000/2500	RM RW WM WW
Fear	4000/2500	WM WW
Nullce	4000/2500	RM RW WM WW
Vox	4000/2500	RW WM WW

BLACK MAGIC, LEVEL 4

Spell	Cost	Class
Sleep2	4000/2500	Ni RM RW BM BW
Haste	4000/2500	Ni RM RW BM BW
Muddle	4000/2500	Ni RM RW BM BW
Ice2	4000/2500	Ni RM RW BM BW

SHOPPING RECOMMENDATIONS

Equipment and Items

So much to buy, so little Gil. Most of your shopping may have to wait until after returning from the next dungeon where you can acquire a pretty serious amount of Gil. You also pick up Steel Plate, a Copper Armlet, and a Dagger, so you may want to hold off on buying those. A Saber for your Thief is a good buy, but if you're packing a Monk, don't bother buying anything. He'll soon be doing more damage with his bare hands and probably already has a better defense without armor.

For every character not a Monk, buy headgear for now, and consider buying a Copper Armlet for your neediest mage. These pricey items count as body armor, and are the only alternative to the Shirt your mages currently wear.

SHOPPING RECOMMENDATIONS

Spells

It's spells that help most in the challenges ahead, so devote most of your budget to beefing up your mages. Get Bolt2 or Fire2 so your Black or Red Mage can have a good mass-attack spell. For the third slot, Bind beats out Focus2, but is hardly a must-have. White mages should get Cure2, Dia2, and NulFire, although not all at once (NulFire can certainly wait).

If you can afford a level 4 spell, grab Haste, which is far and away the best utility spell in the game. Ice2 and Muddle are the next-best Black Magic spells. The White Magic at this level is a bit weak. Esuna will save you lots of money in the long run, and Fear is a passable trick when things go horribly wrong (though it's not much better than running away yourself). But Nullce is the least useful of the elemental defense spells, and Vox isn't very useful.

WEAPON SHOP

Item	Cost	ATK	ACC	Class
Iron Nunchaku	200/160	+16	+0	Ni Mo Ma
Dagger	175/140	+7	+10	Wr Kn Th Ni RM RW BM BW
Crosier	200/160	+14	+0	Wr Kn Ni Mo Ma
Saber	450/360	+13	+5	Wr Kn Th Ni RM RW
Mythril Sword	4000/3200	+23	+15	Wr Kn Ni RM RW

ARMOR SHOP

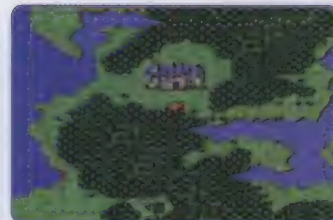
Item	Cost	DEF	EVA	Class
Steel Plate	800/640	+24	-23	Wr Kn Ni
Copper Armlet	1000/800	+4	-1	All Classes
Iron Shield	100/80	+4	+0	Wr Kn Ni
Leather Cap	80/85	+1	-1	All Classes
Helmet	100/80	+3	-3	Wr Kn Ni

ITEM SHOP

Item	Cost
Potion	60/40
Antidote	75/50
Tent	200/160
Cottage	3000/2000
Gold Needle	800/500

ANOTHER ELF CASTLE?

Back in town, someone mentions a spooky castle he discovered in the northwest. A visit to the Western Keep isn't required, but it will shed some light on the situation. If you were planning to battle some enemies to build levels anyway, you might as well head that direction.



WESTERN KEEP



In the Western Keep is another king who offers to help if you can find his Crown. The Crown is believed to be somewhere in the Marsh Cave, directly south of the Western Keep.

Please go to the cave in the southern marsh and find the Crown.



WELCOME TO THE MARSH CAVE

The three-level Marsh Cave is much harder than the Temple of Chaos was, so low-level parties may want to make several short forays. Grab some treasure, escape, and return to

Elfheim for healing. Easy Mode players and higher level parties can probably do it in a single trip, and should skip the north side of B2F to save time.



DUPLICATE CHESTS

This dungeon introduces the strange concept of duplicate chests. For example, the chest with the Broadsword exists in three different places in B2F. If you get the Broadsword from one chest, the other two chests will now be empty. Keep track of which chests you've opened so you can avoid their duplicates.

CHAPTER III

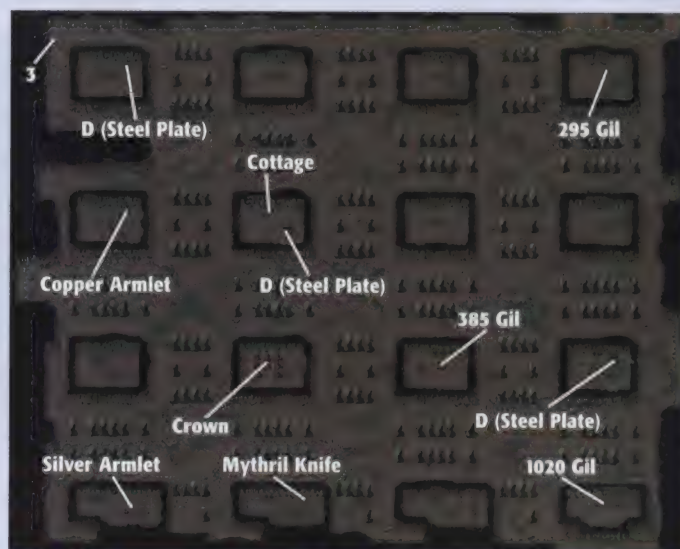
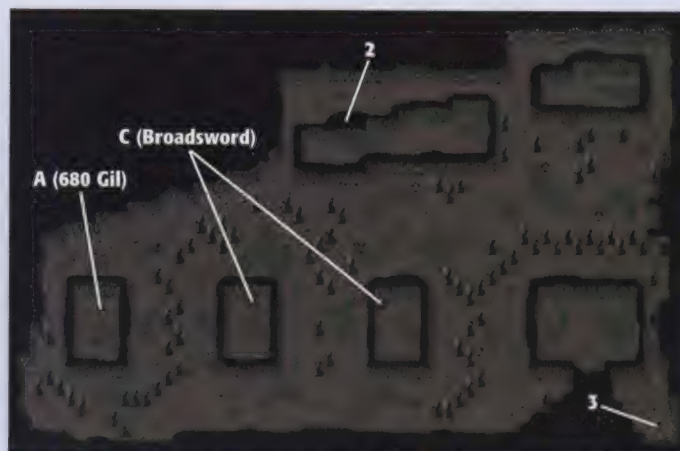


MARSH CAVE



ITEMS FOUND

- Broadsword
- Copper Armlet
- Cottage
- Crown
- Dagger
- Steel Plate



MARSH CAVE



Marsh Cave Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
ANACONDA	80	22	10	56	-	50	165
BLACK WIDOW	28	10	0	28	-	8	30
BLOODBONES	144	26	12	76	FIRE, DIA	378	378
CRAWLER	84	1	8	51	-	200	186
GARGOYLE	80	12	8	53	-	80	132
GHOUL	48	8	6	36	FIRE, DIA	50	93
GRAY OOZE	76	30	7	55	BOLT	70	255
GREEN SLIME	24	1	255	36	ICE, FIRE	20	84
SCORPION	84	22	10	55	-	70	225
SKELETON	10	10	0	17	FIRE, DIA	3	9
SHADOW	50	10	0	37	FIRE, DIA	45	90
TARANTULA	64	5	12	46	-	50	141
WARG WOLF	72	14	0	46	-	22	93
WEREWOLF	68	14	6	45	-	67	135
ZOMBIE	20	10	0	25	FIRE, DIA	12	25

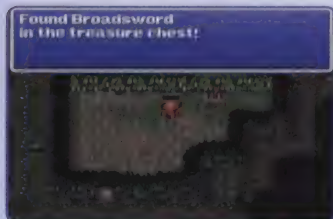
A wide variety of monsters lurk in the Marsh Cave, but you saw many of them in the Temple of Chaos. The more mundane newcomers include the Shadow, a feeble Undead-class enemy that can cast Dark on your characters. Gargoyles have 80 HP but little strength besides their large numbers. Anacondas are snakes that are incapable of poisoning you but do solid damage with their bite.

More interesting foes include the Green Slime, a poisonous blob with ridiculously high physical defense. The only practical way to damage it is with Fire1 or Ice1 spells. Parties without an appropriately equipped Black or Red Mage should choose to flee. The Gray Ooze (which, strangely enough, is blue) looks similar but behaves quite differently. While the Green Slime can only deal damage with Poison, the Gray Ooze has a very high attack score. But it also has a low defense, and a weakness to Bolt1 spells.

Like the Green Slime, Crawlers have an attack score of 1, and instead use their turn to paralyze party members. Crawlers are almost always accompanied by Skeletons or Bloodbones, so it is crucial to cast Dia1 or Fire2 before the Crawler can paralyze your spellcaster. When his friends are dust, eliminate the now-harmless Crawler at your leisure.



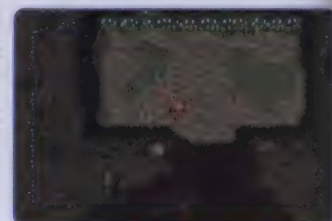
MARSH CAVE: B1F AND B2F NORTH



As soon as you drop into the pit, you face a choice of going north or south. Going north takes you to a small chunk of B2F that contains three rooms and four treasure chests: 680 Gil, a Dagger, a Broadsword, and 620 Gil. The 680 Gil and Broadsword, however, are duplicate chests that can also be found elsewhere. Is 620 Gil and a Dagger worth a detour? It's up to you.

MARSH CAVE: B2F SOUTH

To advance in the cave, go south from the entrance. The staircase there leads to a room in a different section of B2F, where three treasure rooms are to the south, containing the duplicate chests (680 Gil and the Broadsword). To proceed to the third floor, go south from the room with the staircase, and then east along the bottom wall. Go in the first door you find, then out the next one, and the staircase to B3F is just to the southeast.



CHAPTER III

MARSH CAVE: B3F



This spacious cavern consists of sixteen rooms, many of which are empty. The bottom four all require the Mystic Key to open, so stick to the top three rows. On the west side of the top row is the **Steel Plate**, and on the east side is 295 Gil. The next row down holds the **Copper Armlet**, plus a **Cottage**, and a duplicate Steel Plate chest in the same room. On the third row, the third and fourth contain 385 Gil and another Steel Plate chest duplicate. Best to save your strength for the second room, where the **Crown** awaits, along with an encounter point.

PISCODEMON

HP	M.D.
84	98
POW	GIL
30	300
P.D.	EXP
16	276
WEAK	

The encounter point is the area directly in front of the chest, and every time you step on it, you are subjected to a battle with up to 4 Piscodemons. Heal up before you do, because this is a tough fight. Despite their appearance, Piscodemons know no spells, but hit hard. They have no weakness to exploit, so you must hit them with everything you have to cut through their 84 HP.



RETURNING THE CROWN

When you've acquired the Crown, stagger out of the cave and back to Elfheim for healing and to buy equipment (don't forget that Haste spell). You want to be at your best when you deliver the Crown to the "King" of the Western Keep, because a boss fight is waiting for you when you do.



ASTOS

HP	M.D.
168	170
POW	GIL
26	2000
P.D.	EXP
40	2250
WEAK	

Astos has a strong resistance to both magic and physical attacks. He knows such spells as Reaper (an instant kill if it works), Slow2, Fire2, and Bolt2. Have your Black and/or Red Mages use Haste and Steel on your best Warrior, before they start using their best spells themselves. Everyone else needs to be Johnny-on-the-spot with Cure spells and Potions. Use the MEMO save option before you talk to the King, because no matter how good your strategy is, everything could fall apart if a key character gets nailed by the Reaper spell. Victory earns you Matoya's **Crystal Eye**, as well as 2250 EXP and 2000 Gil.

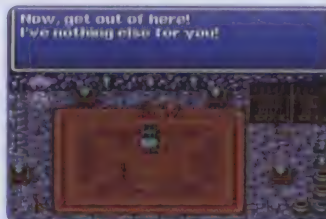


ITEMS FOUND

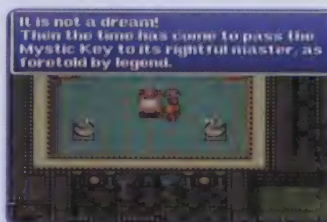
Jolt Tonic	Crosier
Bronze Gloves	Iron Shield
Mystic Key	Mythril Knife
Mythril Hammer	Nitro Powder
Falchion	Steel Plate
Power Staff	Gold Needle
Steel Gloves	Rune Blade
Mythril Knife	Werebane
Silver Armlet	

RETURN TO MATOYA'S CAVE

From Elfheim, sail North towards Cornelia, and slide your ship under the bridge that the king built for you. There is a port in that small inlet, and from there it's just a short walk north to Matoya's Cave. Matoya trades the **Jolt Tonic** that the Elf Prince needs for the Crystal Eye.

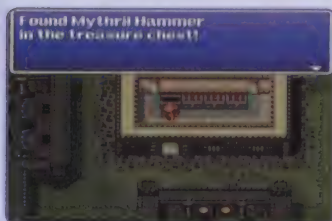


REVIVE THE ELF PRINCE



Return to Elfheim, and give the Prince his medicine. He rewards you with the **Mystic Key**, the master key that unlocks all of the locked doors in Cornelia Castle, The Temple of Chaos, Elfheim Castle, Western Keep, and the Marsh Cave. The only item you need to progress is in Cornelia Castle, but the rest of the loot is pretty good too. Time to do some backtracking!

TREASURES IN ELFHEIM CASTLE



To get to this castle's stash, take a step through the small door in the southeast and loop around to the treasure room in the northeast. If you go more than one space away from the wall you'll be sent back to the world map, so don't overdo it. The treasures include the **Mythril Hammer** (great for White Mages), **Bronze Gloves**, and a total of 730 Gil.

Encounters in Western Keep

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
MUMMY	80	30	20	60	FIRE, DIA	300	300
WRAITH	86	22	4	52	FIRE, DIA	231	231

Wraiths are specters that paralyze with each hit. Mummies can put characters to sleep with their attacks. Like all Undead foes, these are easily destroyed by Dia2 and Fire2 spells.

TREASURES IN WESTERN KEEP

The treasure room is southwest of the center room where you fought Astos. Inside are three chests, each of which is guarded by an encounter spot. The center chest is guarded by between 2 and 6 Wraiths, while the other chests are guarded by up to 5 Mummies. The loot includes a **Power Staff**, a **Falchion** (a great sword for Thieves and Red Mages) and **Steel Gloves**. If you want to avoid fights, open the chests from either side without crossing the space directly in front each chest.



TREASURES IN THE MARSH CAVE

Are the chests behind the four locked doors in B3F worth the trouble? Well, the best treasure there is a **Silver Armlet**, which is available in the next town for 5,000 Gil. The two other chests contain a **Mythril Knife** and **1080 Gil**. If you decide it's worth the trouble, make your way back down to the third floor and hit the rooms along the south wall.

The room in the southwest corner contains the Silver Armlet, guarded by a pack of Piscodemons at the door and Anacondas by the chest. A similar contingent guards the Mythril Knife in the next room, and the Gil in the southeast room is protected only by the Piscodemons.



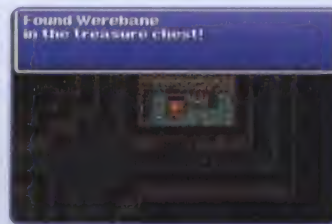
TREASURES IN CORNELIA CASTLE



Back in Cornelia, enjoy six completely unguarded chests. Loop around to the back of the castle, and you'll find two treasure rooms with three chests each. One room contains a suit of **Steel Plate**, an **Iron Shield**, and the key item **Nitro Powder**. The other room contains a **Crosier**, a **Saber**, and a second **Mythril Knife**.

THE TEMPLE OF CHAOS

The Temple contains some nice Mystic Key treasures, and they're easy to get now that your party is much stronger than during the original visit. In the northeast corner is a pack of Gargoyles near the door, guarding a **Werebane** and a **Gold Needle**. The southeast chest, containing the **Rune Blade**, is guarded by an identical encounter point.



RUNE BLADE VS. WEREBANE

The Rune Blade and Werebane have the same status but different abilities: The Rune Blade does extra damage to spellcasting foes, while the Werebane does extra damage to Lycanthropes (basically any enemy that looks like a wolf or tiger). Thieves can only wield the Rune Blade while Red Mages can use either, so distribute them accordingly.



OLD PLACES, NEW DOORS



MT. DUERGAR

ITEMS FOUND

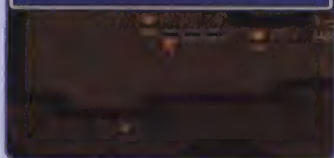


RAIDING DWARVEN TREASURE

Travel along Cornelia's coast to the northwest to find a small port just past the mountain range south of the Temple of Chaos. Hike southwest along the coast from there until you find a ring of mountains with a cave inside. Inside is Mt. Duergar, the Dwarven homeland that the Elves told you about.



Found Wyrmslayer
in the treasure chest!

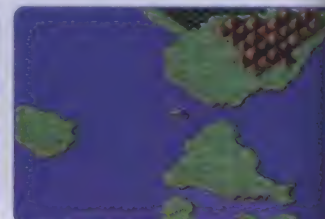
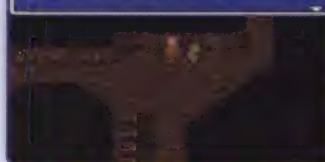


In the room north of the entrance is a pair of chests with 575 Gil and 450 Gil. In the huge room at the south end of the cave, locked with the Mystic Key, are eight chests with great loot: a **Tent**, **Grand Helm**, **Wyrmslayer**, **Mythril Knife**, **Helmet**, **Mythril Mail**, **575 Gil**, and a **Cottage**. The Wyrmslayer is slightly better than the Were Sword and Rune Blade, and does its extra damage to dangerous Dragon-type enemies, so give it a good owner in a Thief or Red Mage.

BLASTING A DWARVEN CANAL

The Dwarves have a great deal of information for you, and the blacksmith offers to forge you a weapon out of Adamantite, should you find some in your journeys. Repay their hospitality by giving the Nitro Powder to the Dwarf at the entrance of the far south tunnel. He uses it to blow up the bridge of land south of the Dwarf Cave, opening up a canal big enough for your ship. Now you can visit the towns and caves on the outer edge of the continent.

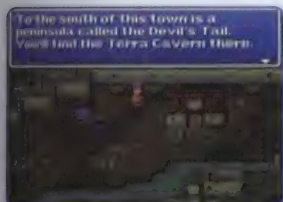
Ah! The Nitro Powder!
Thanks a ton, youngsters.
Now we can build a canal.



CHAPTER III



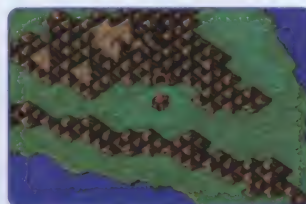
CHAPTER IV



Gather information about the Terra Cavern.



Get new spells and items before your next quest.



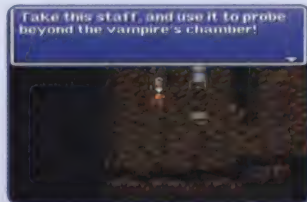
Head west to the Terra Cavern.



Battle the Vampire for the Star Ruby.



Give the Star Ruby to the Guardian of the Titan's Tunnel.



Get the Earth Rod from the Sage.



Return to the Terra Cavern and use the Earth Rod.



Defeat Lich, the Earth Fiend.

Melmond Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
COBRA	56	6	6	46	-	50	123
CIGAS WORM	56	17	8	40	FIRE	15	63
GHAST	56	8	10	40	FIRE, DIA	117	117
GHOUL	48	8	6	36	FIRE, DIA	50	93
HYENADON	120	22	4	76	-	72	288
LESSER TIGER	132	22	8	85	-	108	438
OGRE	100	18	10	65	-	195	195
OGRE CHIEFTAIN	132	23	14	71	-	300	282
SHADOW	50	10	0	37	FIRE, DIA	45	90
TARANTULA	64	5	12	46	-	50	141
WARG WOLF	72	14	0	46	-	22	93
WOLF	20	8	0	28	-	6	24

The only new foes in the Melmond Area are Hyenadons and Lesser Tigers. Both attack in large packs, and are quite a bit tougher than the Wolf-series foes encountered up to this point. Take them out one by one with physical attacks, backed up by low-level spells like Sleep1, saving the good stuff for the Terra Cavern.



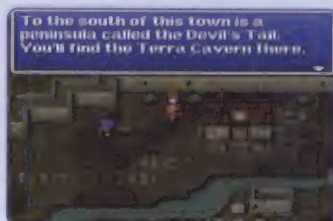
MELMOND





THE TOWN OF MELMOND

Melmond's port is just west of the canal the Dwarves made for you, and the town is only a few steps east of the port. A ravaged community, filled with tales of Vampires and Golems in the nearby caves, greets you inside. The grueling Terra Cavern is your next stop, so buy a few key supplies like the Life1 spell before going any farther.



Shop Data

Location	Cost	Function
Sanctuary	N/A	Restore KO'ed party members
Inn	100	Restore party's HP and MP

WHITE MAGIC, LEVEL 5

Spell	Cost	Class
Cure3	8000/5000	RM RW WM WW
Life1	8000/5000	RW WM WW
Dia3	8000/5000	WM WW
Heal2	8000/5000	WM WW

BLACK MAGIC, LEVEL 5

Spell	Cost	Class
Fire3	8000/5000	RM RW BM BW
Poison	8000/5000	RW BM BW
Warp1	8000/5000	RW BW
Slow2	8000/5000	RM RW BM BW

SHOPPING RECOMMENDATIONS

Equipment and Items

If you opened all the Mystic Key chests, then you already have better equipment than most of the stuff sold here. Besides the absurdly expensive Knight's Armor, the only stand out item is the Silver Armlet, which is a significant armor upgrade for spellcasters. But there are some very important spells to buy, and they don't come cheap. Get some extra gil by hocking all your unused Mystic Key treasures, unless you think you REALLY need three Mythril Knives...

SHOPPING RECOMMENDATIONS

Spells

White Mages should get Life1 as soon as possible, for obvious reasons. Cure3 and Dia3 nicely round out the level 5 slot, but those spells can wait for now. Black Mages should also pick up Fire3. Poison is a bit of a gamble, but sometimes it pulls off a miracle and wipes out a field full of powerful enemies.

This is where the Red Mage's lack of specialization begins to hurt: Cure3 is the only White Magic he can learn (until the Class Changes), and his Black Magic choices are limited as well.

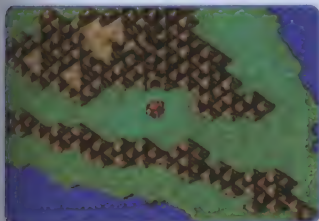
WEAPON SHOP

Item	Cost	ATK	ACC	Class
Crosier	200/160	+14	+0	Wr Kn Ni Mo Ma
Saber	450/360	+13	+5	Wr Kn Th Ni RM RW
Long Sword	1500/1200	+20	+10	Wr Kn Ni RM RW
Falchion	450/360	+15	+10	Wr Kn Th Ni RM RW

ARMOR SHOP

Item	Cost	DEF	EVA	Class
Knight's Armor	45,000/36,000	+34	-33	Wr Kn
Silver Armlet	5000/4000	+15	-1	All Classes
Grand Helm	450/360	+5	-5	Wr Kn Ni
Bronze Gloves	200/160	+2	-3	Wr Kn Ni
Steel Gloves	750/600	+4	-5	Wr Kn Ni

TOWARDS THE TERRA CAVERN



Walk west and slightly south from Melmond until you see a thin strip of land that connects to a triangular island with two large mountain ranges. Between the mountain ranges is the mouth of the Terra Cavern.

TERRA CAVERN

ITEMS FOUND

Antidote

Coral Sword

Leather Shield

Potion (x2)

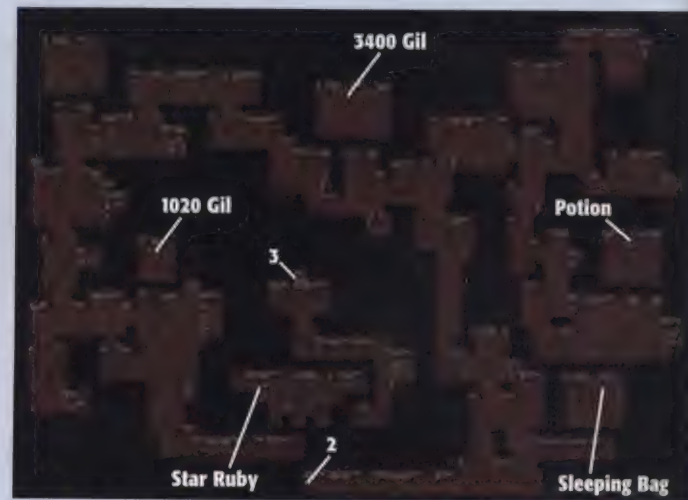
Sleeping Bag

Tent (x2)

Earth Rod

Mythril Shield

Staff



CHAPTER IV



Terra Cavern Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
ANACONDA	80	22	10	56	-	50	165
BLACK WIDOW	28	10	0	28	-	8	30
COBRA	56	6	6	46	-	50	123
COCKATRICE	50	1	4	47	-	200	186
GARGOYLE	80	12	8	53	-	80	132
GHAST	56	8	10	40	FIRE, DIA	117	117
GNOMA	288	66	20	130	FIRE	768	1536
GOBLIN GUARD	16	8	6	23	-	18	18
HILL GIGAS	240	38	12	120	-	879	879
LIZARD	92	18	12	55	-	50	153
MINOTAUR	164	22	4	95	-	489	489
MUMMY	80	30	20	60	FIRE, DIA	300	300
OCHRE JELLY	76	32	6	55	ICE, FIRE	70	252
OGRE	100	18	10	65	-	195	195
OGRE CHIEFTAIN	132	23	14	71	-	300	282
OGRE MAGE	144	23	10	80	-	723	723
PISCODEMON	84	30	16	98	-	300	276
SPHINX	228	23	12	115	-	1160	1160
TARANTULA	64	5	12	46	-	50	141
TROLL	184	24	12	100	FIRE	621	621
WARG WOLF	72	14	0	46	-	22	93
WEREWOLF	68	14	6	45	-	67	135
WIGHT	52	20	12	45	FIRE, DIA	150	150
WRAITH	86	22	4	52	FIRE, DIA	231	231

Monsters in the Terra Cavern are strong and hardy. Few of them have any special attacks or magical weaknesses, so this dungeon tests your endurance more than your wits. The Hill Gigas, for example, has 240 HP and an Attack Power of 38, while Minotaurs are only slightly weaker with 164 HP and an Attack Power of 22. The Gnoma elemental has 288 HP and a stunning Attack Power of 68. Fortunately, Gnoma does have a weakness to Fire, as do Trolls.



It's often the weaker enemies that are the most dangerous, however. Cockatrices have only 50 HP and an Attack Power of 1, but can turn you to stone with a glance. If you don't have a Gold Needle to reverse the effect, you must run all the way back to Elfheim to buy one. New undead foes, Wights, have the ability to paralyze your party, and are often joined by sleep-inducing Mummies.

Former encounter point favorites like the Piscodemon and Gargoyle are abundant here, as are old friends like the Lizard, Arachnid, and Ogre Chieftain.

There are a few new enemies in the lower levels of the Terra Cavern. The Sphinx have 228 HP, but with a low Attack Power, the battles are more time-consuming than dangerous. They are well worth the time spent, since they give up 1160 EXP a pop when defeated.

Wizard Ogres have access to a few spells, like Sleep1 and Ice2, but usually waste their turns casting weaker spells like Blink. Still, you should take them out before their less educated Ogre brethren, just in case.

Ochre Jelly have fairly high attack scores, but are weak to both physical attacks and some spells (Fire and Ice type magic). They appear quite rarely, so those looking to fill up their Enemy Logs may need to do quite a bit of searching.

T E R R A C A V E R N B 1 F

You can go six different directions from the start of B1F, but only the east route leads to the B2F staircase. The south route leads nowhere, and the west and southwest routes lead to a very dangerous loop; the west wall is made up entirely of encounter points. If you attempt to travel around the loop, you fight Hill Gigas and Lizards very frequently. This is a good way to get EXP, but it's always a good way to get killed, so play it safe and stay far away.



The north route leads to a room with a chest that contains 1975 Gil. It's guarded by an encounter point with a deadly Gnoma enemy, but it's to the right of the chest, and can be avoided. The southeast route forks, and each path leads to a treasure room with two chests and an encounter point. The treasures are pretty mediocre: 880 Gil, a **Potion**, an **Antidote**, and 795 Gil.

T E R R A C A V E R N B 2 F



There are two treasure rooms in this floor. To get to the first, head southeast around the pile of boulders, and east from there. This treasure room contains a **Coral Sword**, a **Tent**, and **330 Gil**. The Coral Sword does extra damage to aquatic enemies, and may come in handy later. To get to the other treasure room, go south from the boulders, then east at the east-west fork, and south again. The three chests here contain a total of **5,575 Gil**, and a **Leather Shield**. Near the door is a Gnomia encounter spot. To get to the staircase from the second treasure room, loop around the wall to the northeast.

T E R R A C A V E R N B 3 F

Your destination is just a few steps to the north of where you enter this floor. Unfortunately, there's a wall in the way, and you must travel east, north, west, south and east again, making a giant loop around the whole floor. You pass a few treasure rooms along the way. At the end of the east passage is a room with a chest that contains a **Sleeping Bag**. In the east end of the north passage, after fighting through a Gnoma encounter point, there is a **Potion**. A door to the north in the middle of the west passage contains another Gnoma encounter point, and a more worthy reward of 3400 Gil. Finally, towards the end of the south passage, as you turn back to the east, a final treasure room contains 1020 Gil and one last Gnoma encounter point.



VAMPIRE

HP	M.D.
156	75
POW	GIL
76	2000
P.D.	EXP
24	1200
WEAK	
FIRE, DIA	

The room at the end of the passage, just north of the B2F staircase, contains a **Star Ruby**. But you must defeat a Vampire to get to it. His Attack Power is a brutal 76, but with only 156 HP and weaknesses to Fire1 and Dial spells, you can end the fight in a single turn.



PATH BLOCKED

After snagging the Star Ruby, you discover that further progress is blocked. Walk back out and return to Melmond for healing.

TITAN'S CAVE

PAY THE TOLL TO PASS

The next destination is Titan's Cave, which is west of the isthmus that leads to the Terra Cavern. Titan's Cave is a very small cave, guarded by a giant Golem. Feed him the Star Ruby, and he allows you to pass.

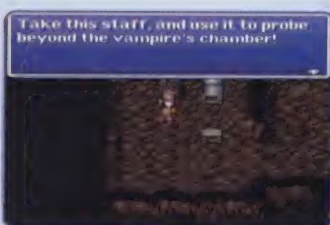
Before you head to the staircase on the other side, turn to the south and raid this cave's treasure room for a Mythril Helm, 1070 Gil, and a Great Axe.



THE SAGE'S CAVE

The staircase on the other side of the Titan's Cave takes you past the mountain range at the western tip of the Melmond area, just north of the Sage's Cave. Travel down to meet the Sage and he rewards you with the Earth

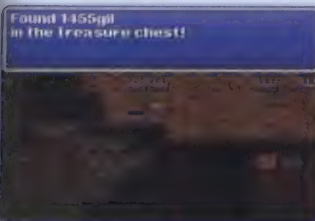
Rod. This Key Item lets you enter the lower two floors of the Terra Cavern. You can guess what's next: Back to the Terra Cavern, level B3F.



TERRA CAVERN B4F

In B3F, use the Earth Rod at the stone block just past the room where you fought the Vampire. Doing so reveals the staircase to B4F.

From the entrance, head northwest to a treasure room that contains 11,825 Gil and a Staff. There are several encounter points in this room, containing a mix of Ogres, Hyenadons, and a few high-EXP Spinx. A second treasure room is in the southwest corner of this floor. It contains 1250 Gil, a Tent, and a Mythril Shield, all guarded by more Ogre/Hyenadon encounter points.



THE SAGE'S CAVE



TERRA CAVERN B5F

This floor is empty except for the boss, so you might as well head right over to him. Go north, then west, then south, then west again, and you're right at his door. Heal up to max, save your game to the Memo file, and go meet the Earth Fiend, Lich.

Found 1455gil in the treasure chest!



LICH

HP	M.D.
800	120
POW	GIL
40	3000
P.D.	EXP
40	2200
WEAK	
FIRE, DIA	

Lich has 800 HP, and a fairly high physical defense score. Fortunately, he's weak against Fire, so Black and Red Mages are able to contribute something beyond casting Haste on the Warriors and Monks (which they should still do, of course). White Mages should cast Dia spells, although their first priority should be tending to the party's dead and wounded. Lich isn't too strong of a physical attacker (although his attacks can stun their victims), but he does have plenty of nasty spells like Ice2, Fire2, Bolt2, Sleep2, Slow1, Bind, etc. Ice2 seems to be his favorite, so Nullce is worth using if you have it.

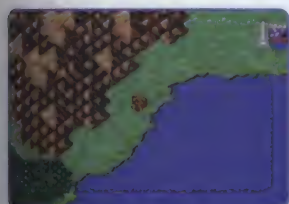
Defeating Lich causes a portal appear in the back of this room, which is a welcome sight to those with sore feet. Once your party's Earth Crystal has been reactivated, hop into the portal for a free ride to the overworld.



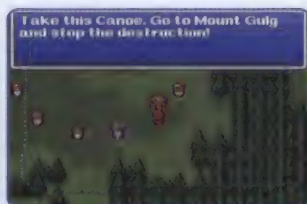
CHAPTER IV



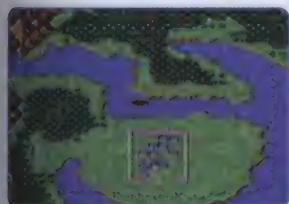
CHAPTER V



Sail southwest to Crescent Lake.



Get the Canoe from the Twelve Sages.



Canoe upriver to Mt. Gulg.



Battle the Fire Fiend, Marilith for the Fire Crystal.



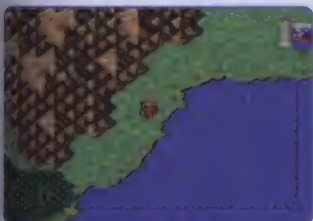
Crescent Lake Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
ANACONDA	80	22	10	56	-	50	165
CENTIPEDE	222	39	20	116	-	300	1194
HILL GIGAS	240	38	12	120	-	879	879
MINOTAUR	164	22	4	95	-	489	489
OGRE CHIEFTAIN	132	23	14	71	-	300	282
OGRE MAGE	144	23	10	80	-	723	723
SCORPION	84	22	10	55	-	70	225
TROLL	184	24	12	100	FIRE	621	621

Centipedes are the only new foes encountered in this area, but old favorites like Ogres, Trolls, Hill Gigas, and Scorpions appear in much larger quantities. Since Crescent Lake is near, you can afford to obliterate the large groups with your best spells, but magic won't be enough to take down the hardy Centipedes. They have 222 HP each and no magical weaknesses, so Haste-enhanced fighters are the best way to deal with their ilk.



THE TOWN OF CRESCENT LAKE



Sail southwest from Melmond, past the tip of the peninsula with the Terra Cavern and due west across the sea. You end up at the east shore of the continent, between two ports. Disembark at the southern one and start hiking southwest. The battles here can be grueling, but go ahead and hit the foes with everything you have, since you don't have far to go. Cross a large patch of forest, loop around below the lake, and discover the small town of Crescent Lake.

CRESCENT LAKE



CRESCENT LAKE



Shop Data

Location	Cost	Function
Sanctuary	400	Restore KO'ed party members
Inn	200	Restore party's HP and MP

WHITE MAGIC, LEVEL 6

Spell	Cost	Class
Stona	20,000/13,000	WM WW
Warp2	20,000/13,000	WW RW
Shld2	20,000/13,000	WM WW RW
Invis2	20,000/13,000	WM WW RW

BLACK MAGIC, LEVEL 6

Spell	Cost	Class
Bolt3	20,000/13,000	BM BW RW
Reaper	20,000/13,000	BM BW
Quake	20,000/13,000	BM BW
Stun	20,000/13,000	BM BW

SHOPPING RECOMMENDATIONS

Spells

The Level 6 spells break the bank at 20,000 Gil a pop, but do offer a few exciting choices. White Mages can choose between Shld2, Invis2, and Stona, all of which are good spells but won't help too much in the near future. Shld2 is a good choice for now, but resist the temptation to get Invis2. Stona is a must later on, and you want to save a slot for Warp2 after the class change.

Black Mages want Bolt3 for sure, but the rest are a little strange. Reaper sounds more powerful than Stun, but Stun is the better choice since its odds of success are so much higher. Quake has a lower chance of an instant kill than Reaper, but it reliably wipes out about half of a large group of enemies, so it's a little more useful.

Red Mages have an easy choice: Wait. They can't learn any level 6 spells until they class change, then they're limited to Warp2, Shld2, Invis2, and Bolt2.

CHAPTER V



SHOPPING RECOMMENDATIONS

Equipment and Items

If your Warriors are not yet clad from head to toe in Mythril, buy anything you're missing here. New items include the Mythril Gloves and the Buckler, which is the first shield usable by Thieves and Red Mages. Its Defensive Power is only 2, but that's 2 more than either of those classes had before. The Mythril Axe is the only new weapon, and it's worth picking up if you have multiple Warriors or can afford the reduced accuracy (although you can find a freebie in the next dungeon).

WEAPON SHOP

Item	Cost	ATK	ACC	Class
Mythril Knife	800/640	+10	+15	Wr Kn Th Ni RM RW BM BW
Mythril Sword	4000/3200	+23	+15	Wr Kn Ni RM RW
Mythril Hammer	2500/2000	+12	+5	Wr Kn Ni RM RW
Mythril Axe	4500/3600	+25	+10	Wr Kn Ni

ARMOR SHOP

Item	Cost	DEF	EVA	Class
Mythril Mail	7500/6000	+18	-8	Wr Kn Ni RM RW
Mythril Shield	2500/2000	+8	+0	Wr Kn Ni
Buckler	2500/2000	+2	+0	Wr Kn Th Ni RM RW
Mythril Helm	2500/2000	+6	-3	Wr Kn Ni
Mythril Gloves	2500/2000	+6	-3	Wr Kn Ni RW

ITEM SHOP

Item	Cost
Potion	60/40
Antidote	75/50
Tent	250/160
Cottage	3000/2000

THE TWELVE SAGES

Don't be confused by Crescent Lake's odd layout, there's more to this town than the handful of shops seen when you enter. Cross the small stone bridge to the northeast and follow the path to the field where the twelve sages await. If you have defeated the Lich in the Terra Cavern, they tell you about the remaining Fiends and give you a Canoe so you can find the next Fiend.

Take this Canoe. Go to Mount Gulg and stop the destruction!



River Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
CROCODILE	184	42	16	103	BOLT	900	816
HYDRA	212	30	14	116	-	150	915
OCHU	208	20	24	116	BOLT	102	1224
NEOCHU	344	35	32	170	-	500	3189
PIRANHA	92	22	0	68	BOLT	20	240
RED PIRANHA	172	37	20	83	-	46	546
WHITE CROC	288	56	20	143	BOLT	2000	1890

The enemies encountered whenever you use your canoe are among the toughest you've ever fought. They put even the denizens of Mt. Gulg to shame, so be very careful while you travel the world's network of rivers.

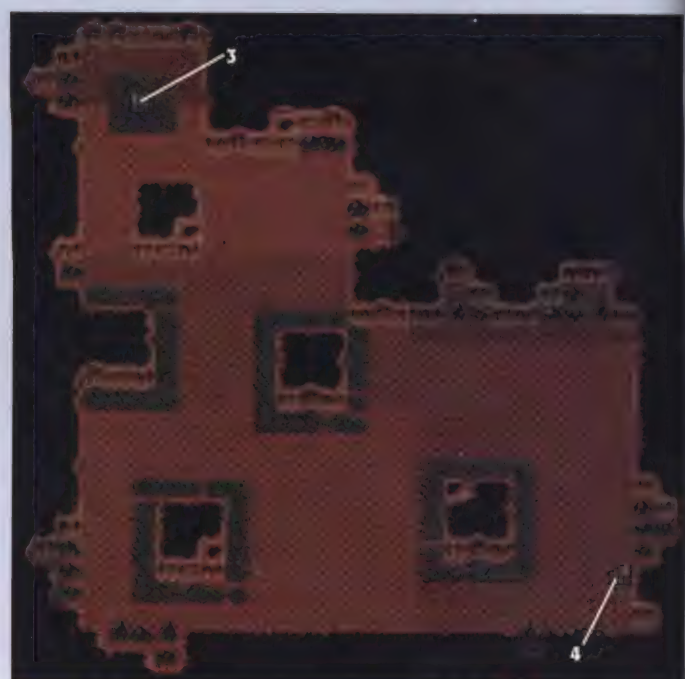
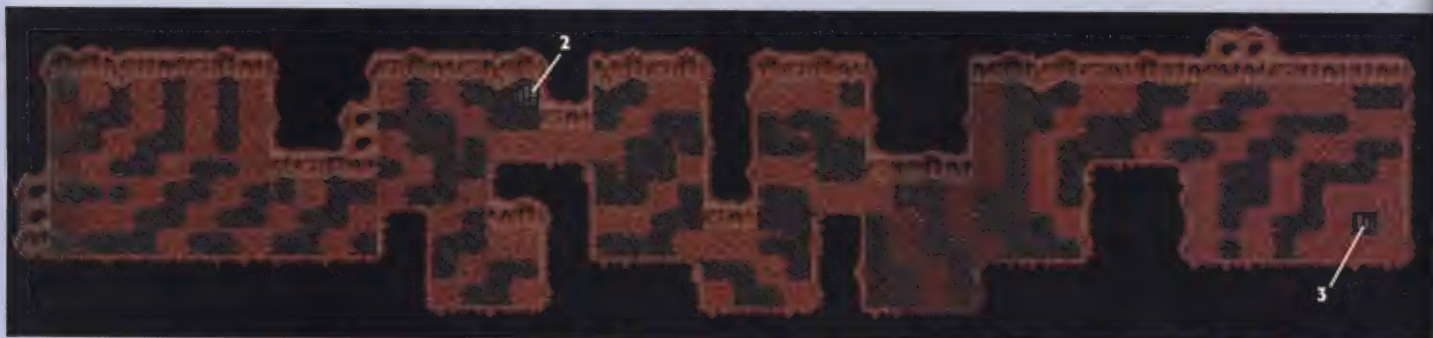
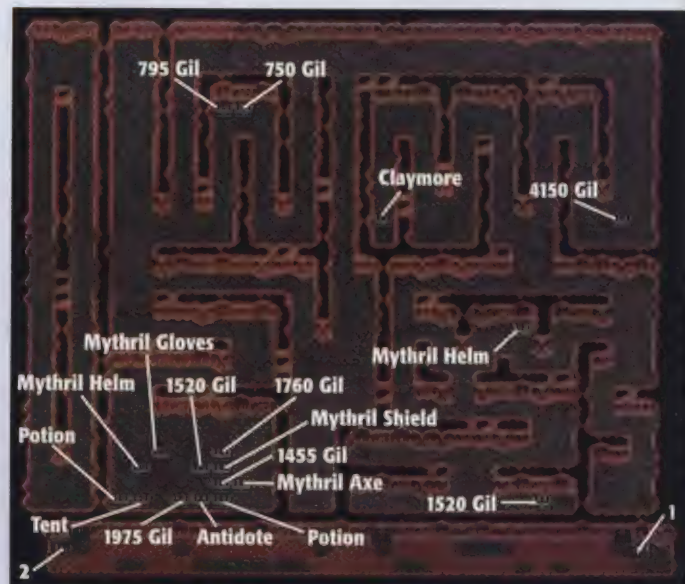
Most enemies on the river share a weakness to Bolt, including the very deadly Crocodile and White Croc. These foes don't have too many hit points, but have an attack power of 42 and 56, more than enough to do triple digit damage to the non-fighters in your group. Crocodiles of both types usually appear in mixed groups of enemies, so have Black Mages cast Bolt2 while fighter types target the Crocs to make up the difference and finish them off in one turn. Ignore the Piranhas that accompany them; they're weak both offensively and defensively, and likely get destroyed by the Bolt without any help from the offensive line.

Ochus are also weak against Bolt, but the stronger Neochus are not. Both are hardy and capable of poisoning you, making them a significant threat. Destroy them after the Crocs and before the Piranhas, Red Piranhas, and Hydras, which are the weakest of the river monsters.

The river is the best place to visit when you need to level up fast. While there is some risk in this, river enemies give up buckets of EXP, up to 3189 from the particularly meaty Neochus.

CRESCENT LAKE

MT. GULG



CHAPTER V



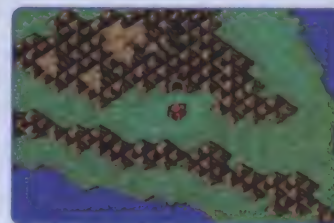


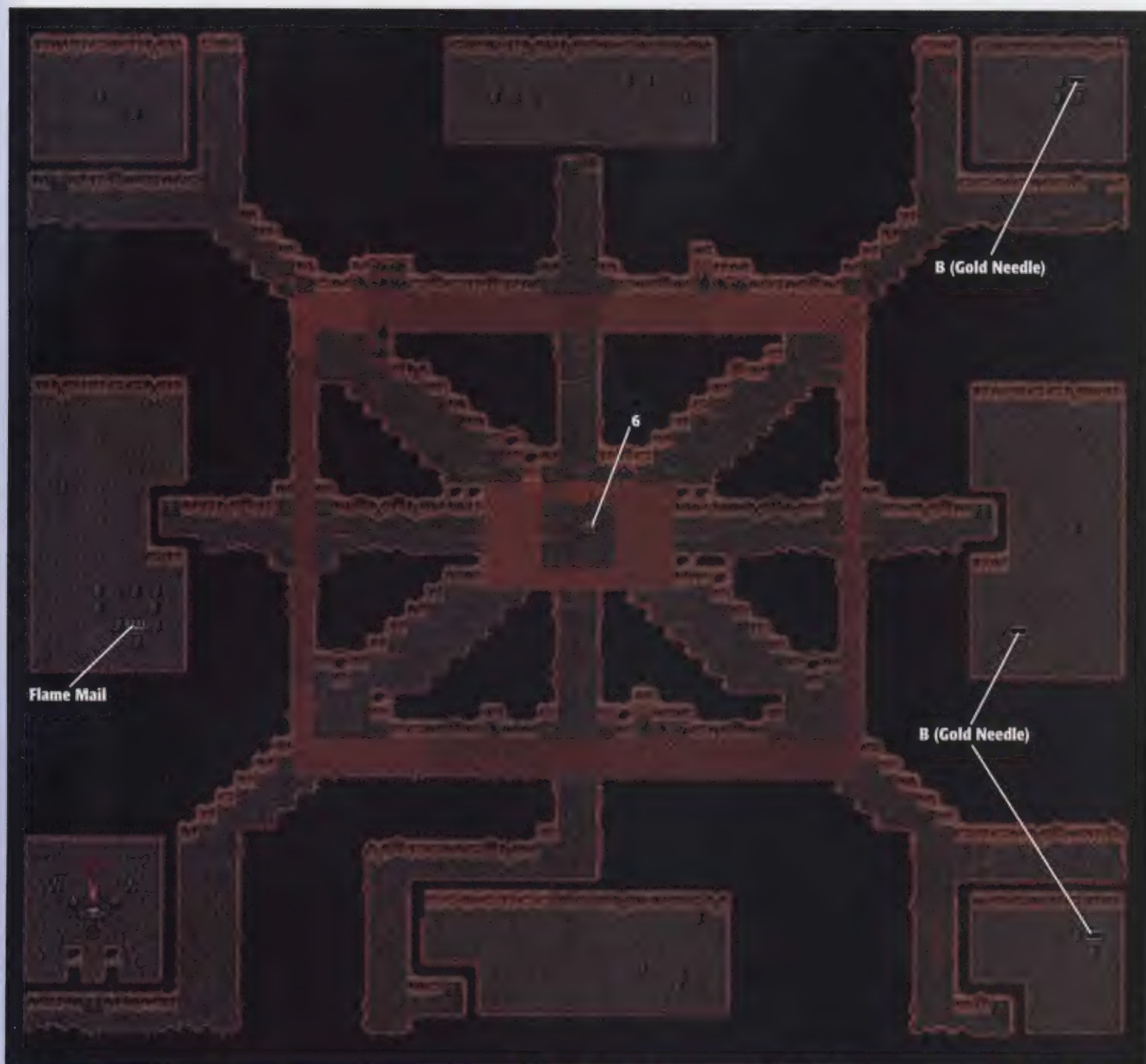
ITEMS FOUND

Antidote (x2)	Mythril Axe
Claymore	Mythril Glove
Cottage	Mythril Helm (x2)
Flame Mail	Mythril Shield
Flame Shield	Potion (x2)
Gold Needle	Staff
Ice Brand	Tent

CANOEING TO MT. GULG

The Canoe allows for travel on rivers, such as the one west of Crescent Lake. Take that west, then turn north at the second fork. Pass the first northwest fork (which leads nowhere) and go north down the second. When that path forks, head due west to Mt. Gulg where the Fire Fiend has made her home.





MT. GULG B1F

Don't waste much time trying to find a way around the lava in the Gulg Volcano, because there isn't one. That's fine as the lava may deal 1 HP of damage to your party with each step, but no enemies attack while you're on it, so it's actually safer in the long run. As bizarre as it sounds, if you're low on health and running for the exit, the best strategy is to stay knee-deep in boiling magma whenever possible.



CHAPTER V



Mt. Gulg Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
CENTIPEDE	222	39	20	116	-	300	1194
FIRE GIGAS	300	73	20	135	ICE	1506	1506
FIRE HYDRA	182	20	14	103	ICE	200	1215
FIRE LIZARD	296	31	18	143	ICE	1200	2472
HELLHOUND	192	30	8	103	ICE	600	1182
GRAY Ooze	76	30	7	55	BOLT	70	255
HILL GIGAS	240	38	12	120	-	879	879
HORNED DEVIL	94	10	32	127	-	387	387
HYENADON	120	22	4	76	-	72	288
LAVA WORM	280	50	31	143	ICE	400	1671
LIZARD	92	18	12	55	-	50	153
MINOTAUR	164	22	4	95	-	489	489
OGRE CHIEFTAIN	132	23	14	71	-	300	282
OGRE MAGE	144	23	10	80	-	723	723
PYROLISK	44	20	4	45	ICE	500	423
PYROS	276	50	20	130	ICE	800	1620
RED DRAGON	248	75	30	200	-	4000	2904
SCORPION	84	22	10	55	-	70	225
SPHINX	228	23	12	115	-	1160	1160
WRAITH	86	22	4	52	FIRE, DIA	231	231

The legion of new foes in Mt. Gulg are a dangerous bunch. Fortunately, nearly all of them are weak against Ice, so Black Magic-equipped parties are in pretty good shape. The trick is to figure out who is worthy of your few and precious Ice2 spells. Alas, this 4th level spell is your strongest option. Fire3 is virtually useless and Bolt3 is best saved for river enemies.



Topping the danger list are Pyros, Lava Worm, Fire Gigas, Fire Lizard, and Hellhound. Fire Gigas have particularly obscene attack scores, and can wreck your party with their standard attacks. Fire Lizards and Hellhounds have little in the way of offensive strength, but cast Fire-type magic spells that can affect the whole party. If your White or Red Mages have NulFire, you may want to use it versus large packs of these enemies. Pyros and Lava Worms are all-around strong foes, with solid attack and defense scores. Fortunately, Lava Worms always travel alone and Pyros never attack in groups of more than two, so they can be dealt with quickly by your offensive line.

Other threats include the very rare Red Dragons, which have no weakness and sport the highest attack score in the volcano. Haste-enhanced fighters are your best bet. Pyrolisks have totally unimpressive stats, but can kill in one hit with a Squint attack. Don't waste your Ice2; with only 44 HP, even Bolt2 can usually clear the field of these fragile foes.



The most common enemy in the volcano is the Horned Devil. These annoying creatures have high magic resistance and are not weak against Ice, so you must clear them out with physical attacks.

MT. GULG B2F

If you cross the lava west of the entrance, you can make it to the stairs and down to B3F in just a few seconds. If you're playing on Easy Mode and don't need cash or EXP, that's not a bad idea although you should still make a quick foray to the Claymore. Most of the treasures here aren't anything special, but Normal Mode players may want to raid the eighteen chests on this floor for the Gil they contain and the EXP you can earn from defeating their powerful guardians.

The shortest route is heading west from the entrance and going through the second door to the north. Carefully navigate through the winding passages, hitting the chests in order. These chests are guarded by encounter points, which force you to battle one or two Pyros. They're powerful foes, but Ice1 and Ice2 spells make short work of them. The only real item of interest on this floor is the **Claymore**, which is unavailable anywhere else. It's slightly weaker than the Mythril Sword (by 2 points), but a good deal more accurate (5 points). It does additional damage against Giant-class enemies, like Gigas and Ogres you may find wandering around here.



Head to the top of the cave, then west. You pass the two chests with a total of 1445 Gil between them, but are guarded by another Pyros encounter point. Continue south to find the large room with the other 12 chests. There's an encounter point near the entrance, but only one encounter point inside the room itself. It's at the spot where you're surrounded by chests on six sides, and the enemy is a Lava Worm this time. It's a little tougher than the Pyros, and it deals more damage, so use Ice1 to kill it within a turn or two. The chests contain Gil, Mythril armaments, and basic supplies. Check out the maps for what is found in each chest.

MT. GULG B3F-A, B4F-A, B3F-B

Head east through the lava filled corridor of B3F-A, then southeast in the small segment of B4F that follows. In that corner is a staircase that takes you up to a new chunk of the third floor, B3F-B. This area is equally barren (there are no chests anywhere in B3F), but it's larger and easier to get lost as you make your way to the staircase in the southwest corner. There's still plenty of lava here, so keep an eye on your hit points.

MT. GULG B4F-B

That staircase takes you to the far more interesting area of B4F-B, where fifteen chests wait to be plundered. Among the loot is the powerful **Ice Brand** (which is great in general, and particularly amazing here). You also pick up the **Flame Shield**, which is definitely worth picking up.



Pick up both major items, as well as a nice chunk of Gil, in the room at the west end of the hall. The chests are guarded by a single Lava Worm encounter spot. If you continue southeast from there, you pass a room with a single chest (containing 1760 Gil), and another room with two chests (a paltry 155 Gil, and a Lava Worm to boot!) at a fork in the road. If you go east, you'll find a room with three more chests. One of them is a duplicate of the Ice Brand chest (so if you already got it, it will be empty), and the others contain 2000 Gil and a Cottage.

The south fork leads to the stairs going to the next level, after passing a room with two chests (1250 Gil and a Staff), guarded by a Fire Lizard encounter point. Unless you're looking to get a perfect score for unlocking the Collections, there's not much reason to stop by these chests.



MT. GULG B5F

This large area is surprisingly sparse. The three chests in the east, northeast, and southeast corners all contain the same **Gold Needle** (which won't even be there if you got it on B4F-B), so only the chest to the west is new. It contains the **Flame Mail**, which turns out to be a great piece of armor when you get out of here. Unfortunately, you must fight through a Fire Lizard and a Red Dragon to get to it. Both foes use Fire-type magic spells to decimate the party, so use NulFire if you have it, or hit them hard to cut through them quickly if you don't.

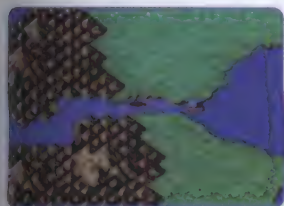
MARILITH

HP	M.D.
1200	183
POW	GIL
40	3000
P.D.	EXP
50	2475
WEAK	
PARALYSIS	

When you attempt to touch the crystal in the southwest room, the Fire Fiend, Marilith strikes. All of her attacks are Fire based, so NulFire effectively reduces the amount of damage she does. She can also cast Fog and Bind, but there isn't much you can do about that. You may think Marilith would be weak against Ice, but you'd be wrong. Red and Black Mages should instead use their spells to cast Haste on everyone capable of doing physical damage since it is the key to winning this fight. Healers should keep the fighters hale and hardy, and everyone else should concentrate on cutting through Marilith's 1200 HP. If you're feeling especially lucky, try casting Bind or Stun on Marilith for the advantage. While the chances for it landing are rare, it does work from time to time.

CHAPTER VI



Sail and Canoe to the Ice Cavern, north of Mt. Gulg.



Slip through a crack in B2F-B.



Climb back up and drop to the Levistone.



Sail south to the Lykion Desert and use the Levistone.

Ice Cavern Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
BLOODBONES	144	26	12	76	FIRE, DIA	378	378
COCKATRICE	50	1	4	47	-	200	186
DARK WIZARD	105	26	40	170	-	1095	1095
GHOST	56	8	10	40	FIRE, DIA	117	117
ICE GIGAS	336	60	16	150	FIRE	1752	1752
MINDFLAYER	112	1	12	187	-	999	822
MUMMY	80	30	20	60	FIRE, DIA	300	300
PISCODEMON	84	30	16	98	-	300	276
REMORA	320	73	24	185	-	1000	2244
SPECTER	114	40	12	67	FIRE, DIA	432	432
WHITE DRAGON	200	53	8	196	BOLT, FIRE	2000	1701
WIGHT	52	20	12	45	FIRE, DIA	150	150
WINTER WOLF	92	25	0	55	FIRE	200	402
WRAITH	86	22	4	52	FIRE, DIA	231	231



There are three types of enemies in the Ice Cavern: Undead, Ice beasts, and Magicians. Standard Undead-slaying tactics work fine against the Mummies, Wraiths, Specters and others here, so use Dia2 if you have a White Mage (only Specters and Bloodbones have enough HP to warrant Dia3), and Fire2 and Fire3 if you don't. You may want to do both against Mummies and Specters, just in case one of your casters ends up paralyzed or asleep.

Ice enemies include White Dragons, Ice Gigas, and Winter Wolves. All three, predictably, are weak to Fire. So have your Warrior equip the Flame Sword as soon as you get it, and have your Black and Red Mages use lower level Fire spells (save the best stuff for the Magicians). Ice Gigas and White Dragons both have fairly strong magic resistance scores, so it takes a combination of strong physical attacks and Fire-type spells to take them out before they can start wreaking havoc.

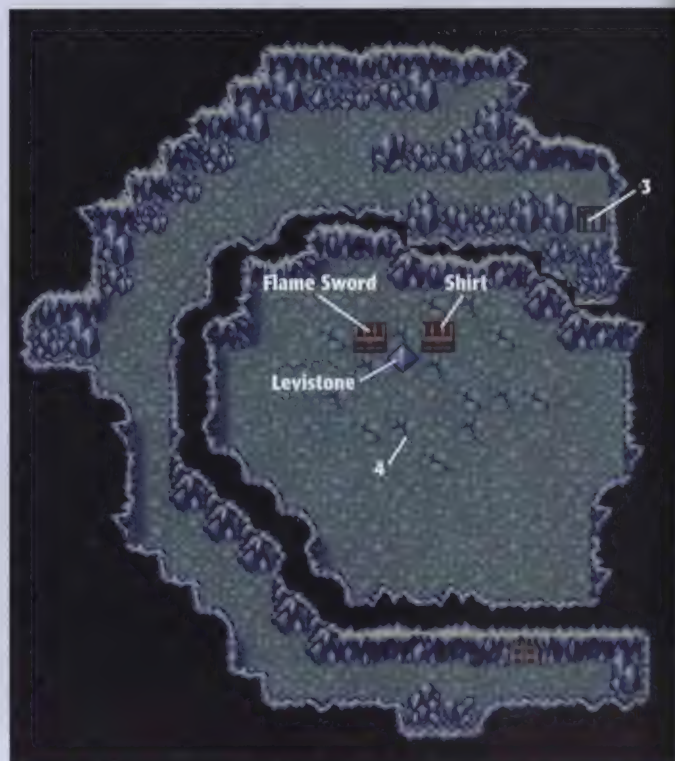
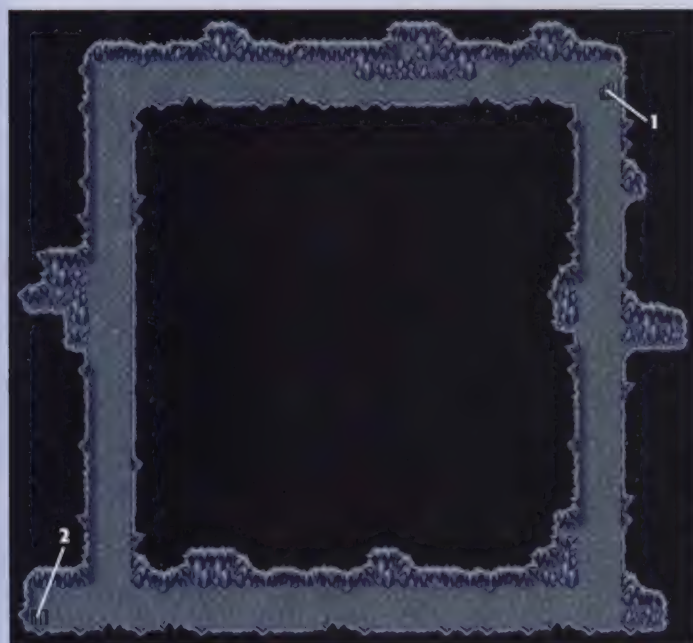
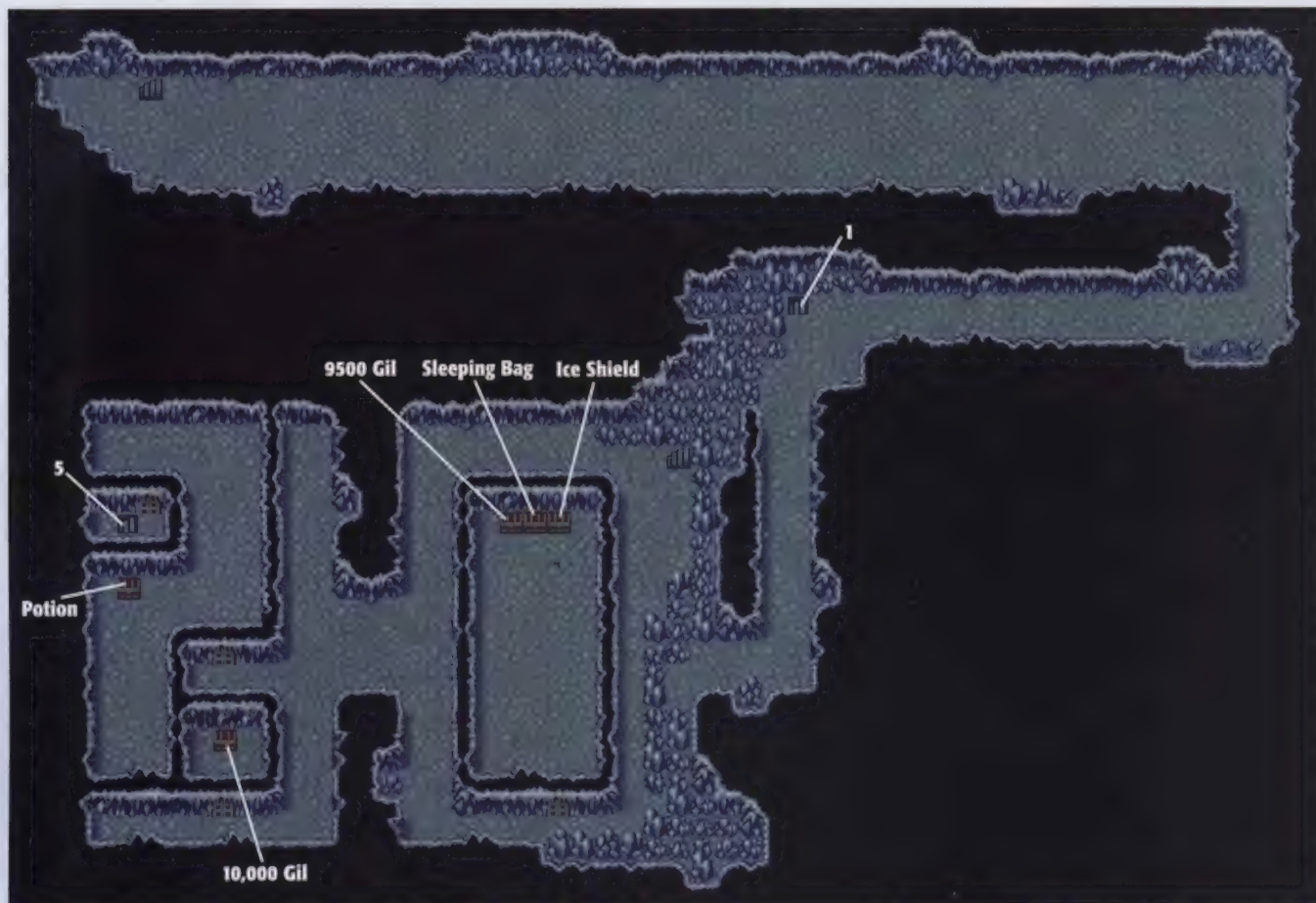
The Magicians may be the most dangerous. Piscodemons aren't so bad, but Dark Wizards and Mindflayers have fun spells like Trance (which can paralyze the whole party), Reaper, Fire3 and Bolt3. As a bonus, any physical attack a Mindflayer lands has a good chance of an instant kill. They have only 112 hit points (Dark Wizards have 105), so killing them quickly is the way to go. Have all your offensive spell-casters use their best spells (neither foe has any particular weaknesses or resistances, but both are generally strong against Magic) while the offensive line targets them individually to do the leftover damage.



ICE CAVERN

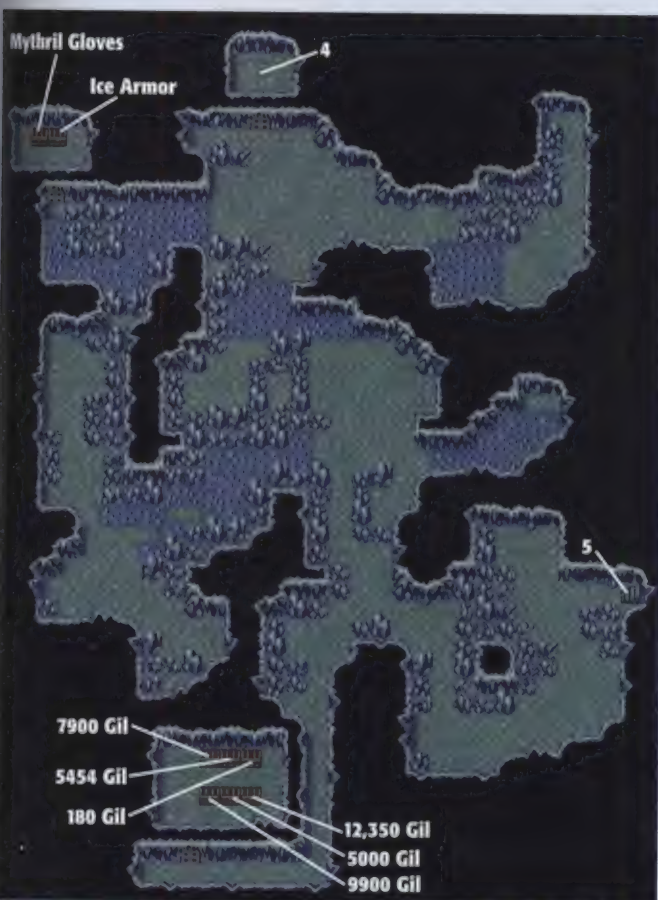


ICE CAVERN



CHAPTER VI



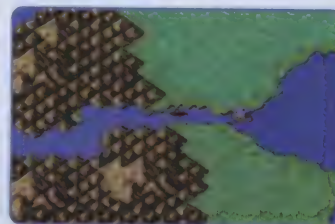


ITEMS FOUND

Airship	Mythril Gloves
Flame Sword	Potion
Ice Armor	Shirt
Ice Shield	Sleeping Bag
Levistone	

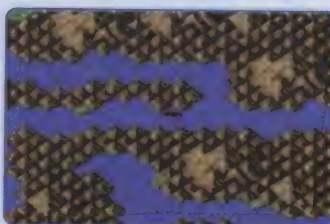
THE SEARCH FOR THE LEVISTONE

The goal now is to go to the Ice Cavern and retrieve the Levistone, a key item that leads to the Airship. Heal up and buy some gear at Crescent Lake, then head back to the ship you left docked northeast of town.



Sail to the north until you find another port. You can leave your ship at the dock, or take it straight to the river mouth and hop directly onto the canoe.

CANOEING TO THE ICE CAVERN



There are many dead ends in this segment of the river, so follow the wall of mountains to your right and head north to get through the first part. At this point you have a choice of 2 paths: An upper path and a lower path both

leading to the west. Follow the lower path heading west and, you'll end up in a small grassy area with the entrance to the Ice Cavern.

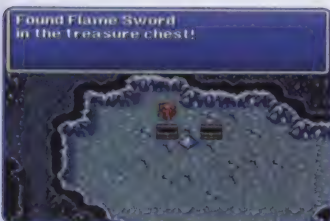
ICE CAVERN B1F - B3F

You can't get to all the good stuff in B1F without taking the long way around. So for now, head straight to the only staircase that's available. Go east or south in B2F-A, but both paths are the same length and lead to the same place: the staircase down to B3F.

ICE CAVERN



ICE CAVERN B3F - B4F



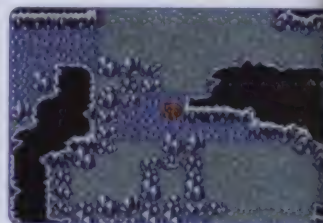
Take the other staircase in B3F, and you end up in the much more interesting area of B2F-B. Circle around until you find the door to the room, and then take a good look around before you dash to the chests. That's the Levistone you came for in the middle, but do you see those tiny cracks? When you step on them, they drop you through the floor to B4F. It's somewhere you need to go, but if you want to pick up the treasure on the left first (which contains the **Flame Sword**), go wide around the cracks and get it from above. Get the chest on the right with a similar method, but it contains only a **Shirt**. Alas, there is no way to get to the Levistone at this point. You must step on a crack to progress.

ICE CAVERN B4F

There's an encounter point in the middle of the room you fall into, so prepare to fight a legion of Undead Specter-type enemies when you take a step forward. When you get out of that room, you start seeing chunks of blue ice on the ground. These are exactly like the lava spots in Gulch Volcano: They do 1 damage to each party member with each step, but are free of enemy encounters.



If you cross the blue ice to the west, you find a room with two chests, containing **Mythril Gloves** and **Ice Armor**, guarded by a White Dragon encounter point. The dragon isn't as tough as it looks. It has just 200 HP, with a weakness to Fire and Bolt, and little physical defense. If you haven't completed Mt. Gulch yet, the **Ice Armor** comes in mighty handy. Besides its resistance to Fire, its stats are identical to the Flame Armor.



To proceed, cross the blue ice to the south, and then cut east while still on the ice so you don't get stuck at a dead end. Directly south of where you exit the ice patch, is a treasure room that contains six chests with over 30,000 Gil. Surely that's worth a fight with a pack of Winter Wolves. From the treasure room, follow the south wall to the east, to end up at the stairs.

ICE CAVERN B1F

Those stairs bypass two whole floors and take you directly up to the section of B1F you couldn't access earlier. The chest right outside the stairwell contains a **Potion**, but the unguarded chest in the small room on the way out contains a respectable 10,000 Gil.

Before you enter the room in the east, take a moment to assess the state of your party. The stairs in the northeast corner lead back outside, so if you're near the brink of death, get out and use a Cottage. Unfortunately, when you re-enter you are back at the original entrance, and must travel through the dungeon again.

If you're still in pretty good shape, then head into the room on the west and help yourself to 9500 Gil, a **Sleeping Bag**, and an **Ice Shield**. When you're done looting, step on the crack and take a dive back down to B2F-B, where you land right in front of the Levistone.

EVIL EYE

HP	M.D.
162	92
POW	GIL
30	3225
P.D.	EXP
30	3225
WEAK	

The single square between you and the treasure contains an encounter point with an Evil Eye. The bad news: It knows every nasty spell in the game, including Doom, which is usually an instant kill. The good news: It has only 162 hit points. Hit it with your strongest standard attacks and best spells, and it should die within a round or two, before it can take down too many of your guys.

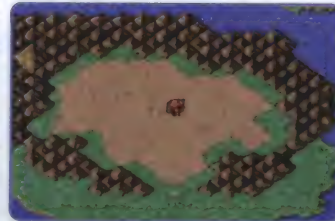


CHAPTER VI

GETTING THE AIRSHIP

Grab the **Levistone**, then jump down a crack to either side (if you go to the south, you fight the Evil Eye again). Work your way through B4F and to the staircase out in Level B1F, and then ride the river back to your ship.

Return to the Crescent Lake area and get back on your Canoe. Instead of taking the river west toward Gulg Volcano, go south as soon as you enter the mountains, and head for the Lykion Desert, a small patch of sand directly south of Crescent Lake.



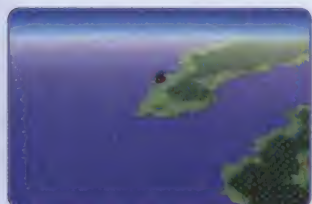
Walk into the center of the desert, and use your **Levistone**. The **Airship** rises out of the sand, and the world will be at your fingertips. The first priority is the long-awaited **Class Change**, but you may want to make a pit stop at the town of **Gaia** first. There you can pick up a new spell (**ICE3** for Black Mages is the only one that won't require a **Class Change**) and some pricey new armor.



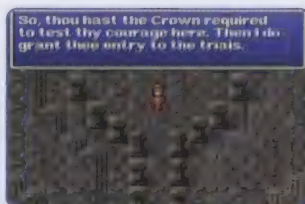
ICE CAVERN



CHAPTER VII



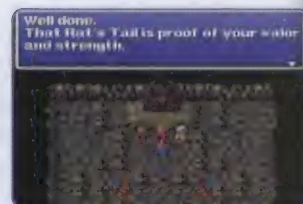
Find a landing spot near the Citadel.



Give your Crown to the man on 1F.

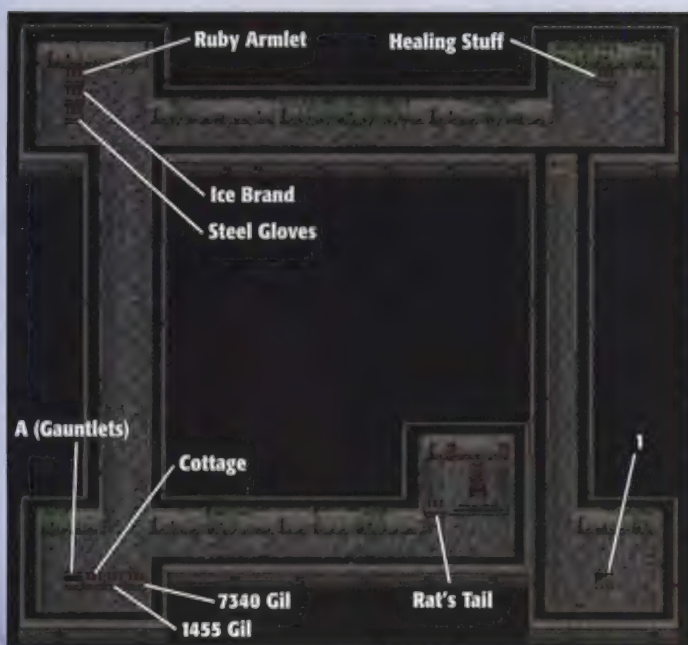
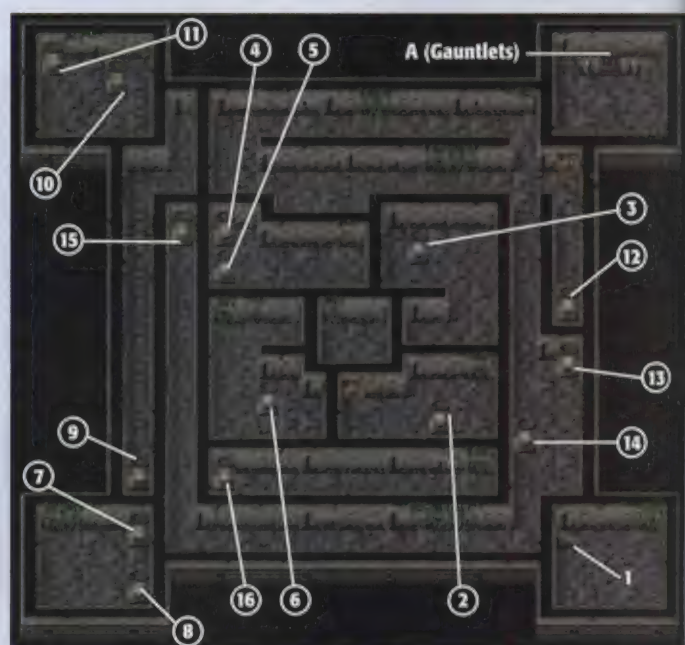


Battle the Dragon Zombies for the Rat's Tail.



Deliver the Rat's Tail to Bahamut.

THE CITADEL OF TRIALS



ITEMS FOUND

Cottage
Gauntlets
Healing Staff
Ice Brand
Rat's Tail
Ruby Armlet
Steel Gloves

CHAPTER VII



Encounters Outside the Citadel

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
BASILISK	196	30	20	91	-	658	1977
HYDRA	212	30	14	116	-	150	915
LESSER TIGER	132	22	8	85	-	108	438
OCHU	208	20	24	116	BOLT	102	1224
SABRETOOTH	200	24	8	106	-	500	843
SAND WORM	200	46	14	103	-	900	2683
SPHINX	228	23	12	115	-	1160	1160
WERETIGER	160	30	16	93	-	780	780
WYRM	260	40	22	131	-	502	1218

If you took the Airship, you'll encounter a number of battles on the long walk to the Citadel. Most of these are against Weretigers, a poisonous but fairly easy foe, and Sabretooths, which are easily dispatched. Rarer but more dangerous new foes include the Sand Worm (kill it quickly before it can use Quake), the Basilisk (bring plenty of Gold Needles), and the Wurm, a tough fighter.



Encounters Inside the Citadel

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
CLAY GOLEM	176	64	7	93	-	800	1257
DRAGON ZOMBIE	268	56	30	135	FIRE, DIA	999	2331
HORNED DEVIL	94	10	32	157	-	387	387
KING MUMMY	188	43	24	95	FIRE, DIA	1000	984
MEDUSA	68	20	10	55	-	699	699
MINDFLAYER	112	1	12	187	-	999	822
MUMMY	80	30	20	60	FIRE, DIA	300	300
NECROTAUR	224	40	14	116	FIRE, DIA	1050	1050
NIGHTMARE	200	30	24	100	ICE	700	1272
RAKSHASA	110	20	30	62	-	800	603

New undead creatures in the Citadel include King Mummies, Zombie Dragons, and Necroturs. All are weak against Fire and Dia-series spells, so they shouldn't cause you too much trouble.



Clay Golems and Rakshasas are resistant to almost everything, so they must be handled primarily with regular attacks. Nightmares are weak against Ice, but may not even be worth your casters' time, since the worst they can really do is cast Darkness on your party. Go ahead and immediately break out some offensive magic against the Medusas since they can quickly turn your party to stone. With only 68 HP, they can easily be wiped out by a high-level spell of any type.

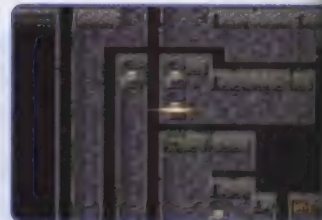
FINDING THE CITADEL

The Citadel of Trials is in the north-central part of the map, on the western edge of the bird-shaped northeast continent. There are two ways to get there: fly your Airship up to the tip of the peninsula to the north of the Castle and walk from the small patch of grass OR sail the Ship to the mouth of the river north-east of the castle, and switch to the Canoe. The Ship/Canoe route involves less walking, but sailing back and forth when you have a brand new Airship isn't much fun. The choice is yours.

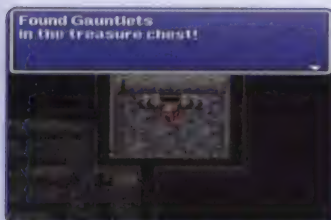


THE CITADEL 1F

Present your Crown to the elderly man on the first floor, and he will tell you the goal of your challenge. There's nothing else to see here, so head to the northwest, open the door, and touch the throne. You are warped to the confusing second floor.



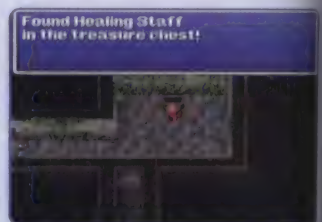
THE CITADEL 2F



There are fifteen warps here, and must take them in the right order to make it to the staircase. Fortunately, the warps seem to reset the counter of steps between enemies, so as long as you keep warping, you won't have to worry too much about combat. The correct order is 1-2-3-5-6-8-9-10-14. After you hit warp 10, stop in at the room in the northeast to find this floor's lone treasure chest. Defeat the Clay Golems at the encounter point directly in front of it, and then open the chest to find the **Gauntlets**.

THE CITADEL 3F

After you take the final warp, you end up on the third floor. The route to your destination is a simple loop, but many powerful enemies await along the way. This room has many chests, but only one encounter point. You face a group of Nightmares as soon as you open the door to the north of where you warped in. You must fight them again if you want to get that first chest, but it's well worth it. The **Healing Staff** is a must-have item.



After that, get the **Ruby Armlet**, another **Ice Brand**, and **Steel Gloves** from the next block of chests, and a **Cottage** and 8795 Gil from the row of chests in the southwest.

USING COMBAT ITEMS

The Gauntlets and Healing Staff are the first armaments with a combat ability. If you use the Gauntlets in battle, that character casts a Bolt2 spell for his or her turn. The Healing Staff can be used to cast Heal1 on your party.

If you're running a party in Normal Mode with Black and/or White Mages, these items are extraordinarily useful. Since White Mages have almost no offensive spells and Black Mages have very few high-level spell slots, these Mages spend most of their turns in battle attacking for minimal damage. Now that you have these items, you can have them cast Bolt2 and Heal1 every turn! In major battles, White Mages can use the Gauntlets to join in the carnage. A few notes:

- It's best not to equip these items, so every character has access to them. If you do have a character equip it, that character can select it by pressing up after you open up the item list.
- To save time, manually sort your item list and place both items near the top.
- Each item can only be used by one character each turn.
- The spells' effects are based on the user's Intelligence score, so Warriors won't get much out of them.



CHAPTER VII

DRAGON ZOMBIE

HP	M.D.
268	135
POW	GIL
56	999
P.D.	EXP
30	2331
WEAK	
FIRE, DIA	

Heal up before you approach the treasure chest near the throne, as there's an encounter point directly in front of it. Hit the Dragon Zombies with Dia-series and Fire-series spells while your best Warrior hacks away with the Flame Sword, and the enemies become toast in no time flat. Still have plenty of health and spells left? Then back up and hit the encounter point again! Dragon Zombies are worth 2331 EXP a pop.



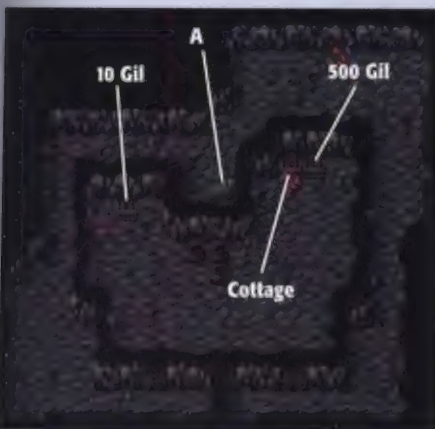
CLAIM THE PRIZE

Inside the chest is the Rat's Tail, the proof of your courage. When you're done fighting Zombie Dragons, touch the throne to warp back to the entrance

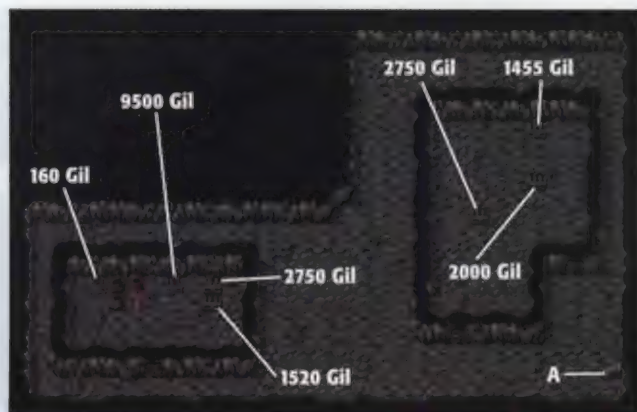
THE DRAGON CAVES



All stairs marked with "A" lead to the World Map



THE DRAGON CAVES

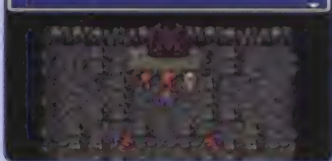


INTRODUCING BAHAMUT

All that's left to do is take the Rats Tail to Bahamut (yes, that Bahamut!) and receive your reward. Find him in the Dragon Caves, located on the chain of islands just southwest of the Citadel of Trials. The name sounds menacing, but all the dragons in the Dragon Caves are friendly, and there are no random encounters.



Well done.
That Rat's Tail is proof of your valor
and strength.



There are six entrances to the Dragon Caves, each of which leads to a different area. If you want to get all the chests and talk to all the Dragons, you must visit each one. If you're pressed for time, just go into the furthest east cave to get the loot (nearly 20,000 Gil) and enter the southeast cave on the island with two caves to see Bahamut.

CLASS CHANGE TIME

Once you've received your promotions, celebrate by flying around the world to pick up new spells and items.



- Knights are able to use White Magic up to level 3. Ninjas are able to use Black Magic up to level 4. Return to the game's first few towns to buy the spells.
- Ninjas and Red Wizards can now equip better weapons and defensive items.
- Black Wizards should return to Melmond to buy Warp1.
- White Wizards should return to Crescent Lake to buy Warp2.
- Red Wizards can now buy Vox in Elfheim; Life1, Warp2, and Poison in Melmond; and Invis2, Shld2, Warp2, and Bolt2 in Crescent Lake.

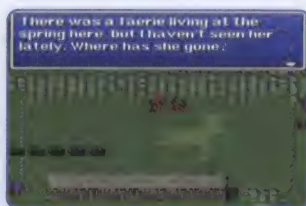
CHAPTER VII



CHAPTER VIII



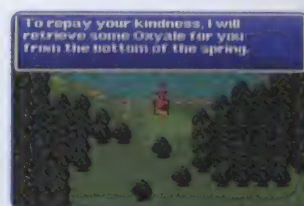
Fly to Gaia in the northeast.



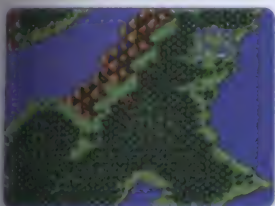
Investigate the stolen Faerie.



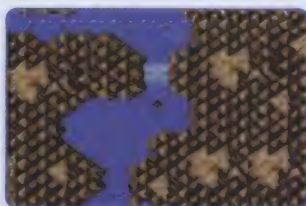
Purchase the Bottled Faerie at the Caravan.



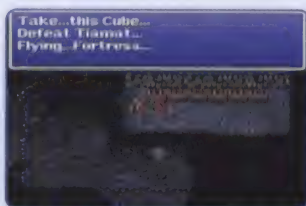
Release the Faerie at the pond in Gaia.



Canoe across the river to Onlak.



Investigate the Waterfall Cave north of Onlak.



Retrieve the Warp Cube.



Take the Mermaid's submarine down to the Sunken Shrine.



Retrieve the Rosetta Stone from the Sunken Shrine.



Defeat the Water Fiend, Kraken in the Shrine's lowest floor.

Caravan/Onlak Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
BARETTA	256	60	38	130	-	300	1428
DESERT BARETTA	352	98	48	156	-	1	2610
HELLHOUND	192	30	8	103	ICE	600	1182
ICE GIGAS	336	60	16	150	FIRE	1752	1752
LESSER TIGER	132	22	8	85	-	108	438
OCHU	208	20	24	116	BOLT	102	1224
OGRE MAGE	144	23	10	80	-	723	723
REMORA	320	73	24	185	-	1000	2244
SABRETOOTH	200	24	8	106	-	500	843
TROLL	184	24	12	100	FIRE	621	621
SPHINX	228	23	12	115	-	1160	1160
WYRM	260	40	22	131	-	502	1218
WYVERN	212	30	12	115	-	50	1173

There are a handful of new enemies here, most of which won't be a threat to a mid-level party. One series of new foes are truly dangerous. Barettas and Desert Barettas have plenty of hit points, high defense, and devastating attack scores. There are no tricks to worry about, so just keep your hit points near their max as you wander this area and don't be afraid to blast them with everything you've got. The Inn at Onlak is just across the river.



THE TOWN OF GAIA



ITEMS FOUND

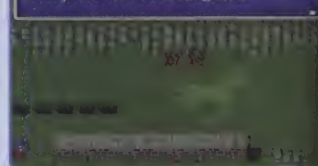
Bottled Faerie

Oxyale

THE TOWN OF GAIA

Gaia, the eye of the bird-shaped northeast continent, is the most accessible town in the north. For now, this is primarily a shopping trip, but listen closely to what the villagers have to say about the missing Faerie. Its safe recovery is the next objective. Recovering the Faerie will cost 50,000 Gil, so shop accordingly.

There was a faerie living at the spring here, but I haven't seen her lately. Where has she gone?



HUNT FOR THE CARAVAN



The missing Faerie can be found in the well-hidden Caravan in the desert at the center of the northwest continent. You can't see it on the map, but the people of Onlak point you to the small patch of desert to the west of a small grove of trees. Park the Airship at the patch of grass just southeast of the desert and march over to the designated spot.

CHAPTER VIII



Shop Data

Location	Cost	Function
Sanctuary	750	Restore KO'ed party members
Inn	300	Restore party's HP and MP

WHITE MAGIC, LEVEL 7

Spell	Cost	Class
Cure4	45,000/30,000	WW
Dia4	45,000/30,000	WW

BLACK MAGIC, LEVEL 7

Spell	Cost	Class
Ice3	45,000/30,000	BM BW RW
Break	45,000/30,000	BW

WHITE MAGIC, LEVEL 8

Spell	Cost	Class
Holy	60,000/40,000	WW
NulAll	60,000/40,000	WW
Dispel	60,000/40,000	WW

BLACK MAGIC, LEVEL 8

Spell	Cost	Class
Stop	60,000/40,000	BW
Banish	60,000/40,000	BW
Doom	60,000/40,000	BW

SHOPPING RECOMMENDATIONS

Spells

There are only two Level 7 spells of each type sold in Gaia, while the other two are sold at Onlak. White Wizards want both of the ones sold here, so don't worry about leaving slots open. Black Wizards should pick up Ice3 for sure, and they can get Break if you have extra cash to throw around. It's not great, but it's better than the rest of the spells in the level 7 spell slot.

The missing level 8 spells are sold at Lufenia, and you definitely want to save a spot for each. So for now, White Wizards should restrict themselves to Holy and NulAll. For Black Mages, it's a toss up. Stop paralyzes all enemies. Banish is a more powerful Quake (but no longer ground-typed), and Doom has a good shot of an instant-kill versus most non-boss enemies. Whatever you choose, leave an open slot for Flare.

With a heavy heart, Red Wizards should buy Ice2; it's the last Black Magic spell they are able to learn.

SHOPPING RECOMMENDATIONS

Equipment and Items

There's only one weapon for sale here, the Cat Claws. For any other class this weapon is mediocre and grossly overpriced, but for Black Wizards, it's the best weapon in the game. Still, it's hard to justify a price like that, especially when the armors here are so much more useful.

The Protect Ring has the additional property of protecting you from instant-death attacks, so grab at least one for your party's designated healer. Non-fighters will also want Ruby Armlets, a great piece of light armor.

WEAPON SHOP

Item	Cost	ATK	ACC	Class
Cat Claws	65,000/52,000	+22	+25	Kn Ni RW BW

ARMOR SHOP

Item	Cost	DEF	EVA	Class
Ruby Armlet	50,000/40,000	+24	-1	All Classes
Protect Ring	20,000/16,000	+8	-1	All Classes

ITEM SHOP

Item	Cost
Potion	60/40
Antidote	75/50
Tent	250/160
Cottage	3000/2000

BUY BACK THE FAERIE

The only item for sale at the Caravan is the **Bottled Faerie**, for 50,000 Gil (40,000 in Easy Mode). If you're short on cash, don't waste time around here since the enemies are total cheap-skates. Instead, infiltrate the Waterfall Cavern where the enemies pay more and there's 25,000 Gil in the treasure chests.



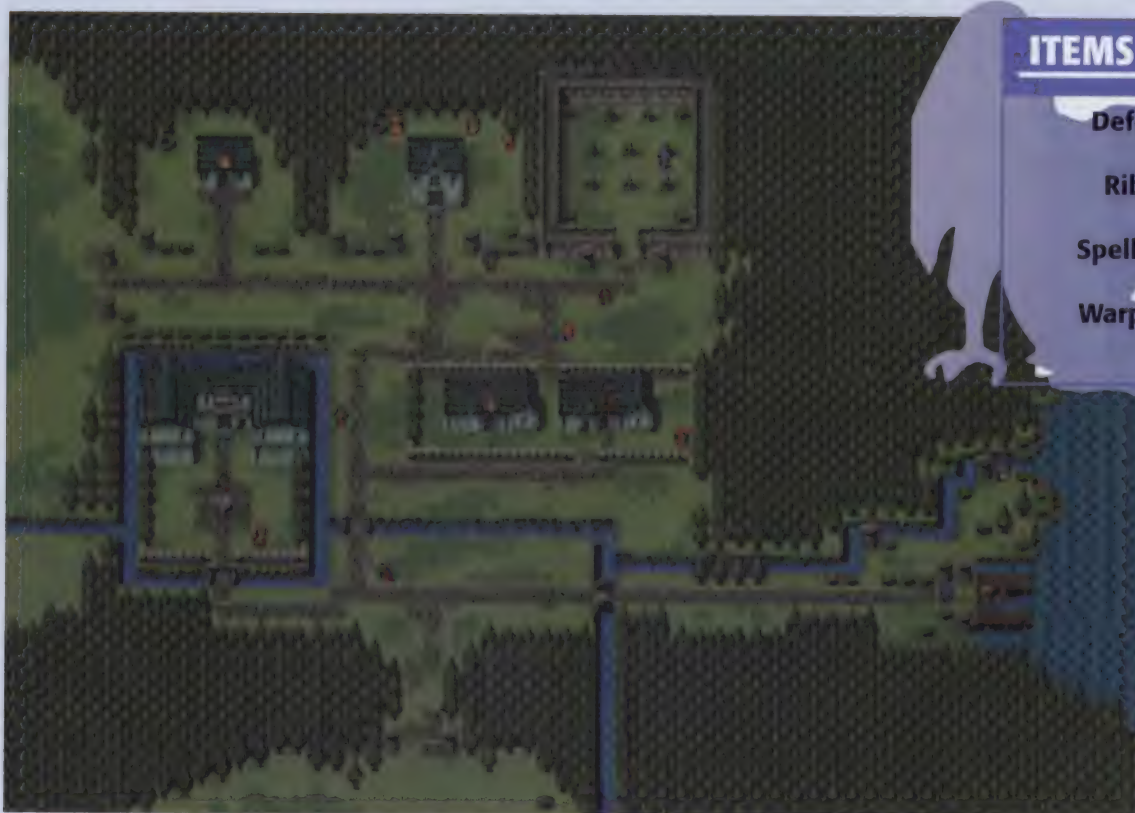
Shop 'til you drop!			Caravan
Buy	Sell	Exit	50000 Gil
Bottled Faerie	50000		Stock 0
			Equipped 0
Bottle containing a faerie			

To repay your kindness, I will retrieve some Oxyale for you from the bottom of the spring.



Take the Bottled Faerie back to Gaia, and use it directly in front of the Faerie pond in the northeast section of town. The Faerie rewards you by filling your bottle with **Oxyale**, which allows you to breathe underwater.

THE TOWN OF ONLAK



ITEMS FOUND

Defender

Ribbon

Spellbinder

Warp Cube

CHAPTER VIII



Shop Data

Location	Cost	Function
Sanctuary	750	Restore KO'ed party members
Inn	300	Restore party's HP and MP

WHITE MAGIC, LEVEL 7

Spell	Cost	Class
NulMgc	45,000/30,000	RW WM WW
Heal3	45,000/30,000	WM WW

BLACK MAGIC, LEVEL 7

Spell	Cost	Class
Saber	45,000/30,000	BW
Blind	45,000/30,000	BM BW

ITEM SHOP

Item	Cost
Potion	60/40
Antidote	75/50
Tent	250/160
Cottage	3000/2000
Gold Needle	800/500

SHOPPING RECOMMENDATIONS

Spells

The shopping opportunities at Onlak leave a lot to be desired. There are no armaments for sale, just a bunch of spells. White Wizards may find some use for Heal3, but NulMgc (which protects you from instant-death effects) never really comes in that handy, especially with all the Ribbons and Protect Rings floating around. It is the only game in town for Red Wizards, though, so they might as well grab it.

Black Wizards can choose between the mediocre Saber, which raises their combat stats to near-fighter levels, but can't be used on any other character, or Blind, which can affect only one enemy.

Waterfall Cavern Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
CLAY GOLEM	176	64	7	93	-	800	1257
COCKATRICE	50	1	4	47	-	200	186
GREEN DRAGON	352	72	16	200	ICE	5000	4068
KING MUMMY	188	43	24	95	FIRE, DIA	1000	984
MUMMY	80	30	20	60	FIRE, DIA	300	300
NIGHTMARE	200	30	24	100	ICE	700	1272
PYROLISK	44	20	4	45	ICE	500	423

With one exception, all the enemies here have been seen in previous dungeons. That exception is the Green Dragon, a rare monster that is not to be trifled with. It has very high magic resistance, but Ice spells can still get through to some extent. It's fairly weak on physical defense, but it has 352 HP and can dish out damage, so you may want to use a Haste spell to finish things quickly.



THE TOWN OF ONLAK



Fly back to that same parking spot southeast of the desert that you used to get to the Caravan. From there, Canoe across the river and walk a short distance to Onlak. Here you can pick up a few spells, and listen for gossip about the Sunken Shrine and the nearby Waterfall Cavern.

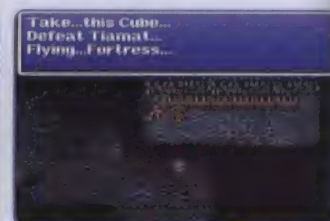
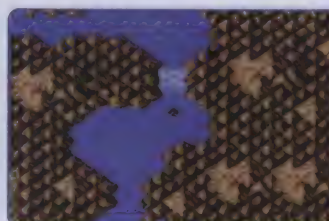
THE TOWN OF ONLAK

THE WATERFALL CAVERN

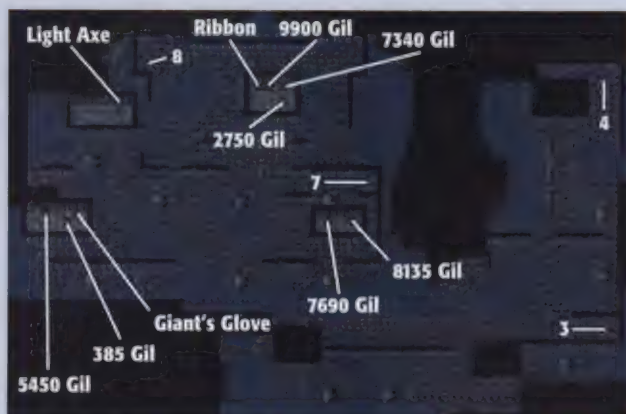


Steer the Canoe upriver and directly into the waterfall northwest of town. This is a very simple cave; all the branches lead absolutely nowhere, and everything of any value is in the same spot. To get there, just hug the left wall as you enter to end up in a room with six chests, a random encounter spot, and a robot.

The treasures here include the **Spellbinder**, **Ribbon**, and **Defender**. The Spellbinder and Defender are combat items that cast Muddle and Blink, respectively. Neither ability is particularly exciting, but they're pretty solid weapons. The Ribbon is a Final Fantasy classic that protects its wearer from all status conditions. Don't get so excited about the great loot that you forget to talk to the Robot and get the **Warp Cube**, a crucial key item for later.

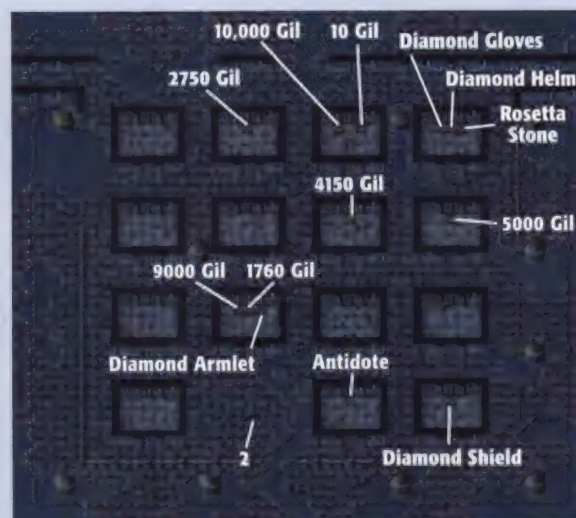
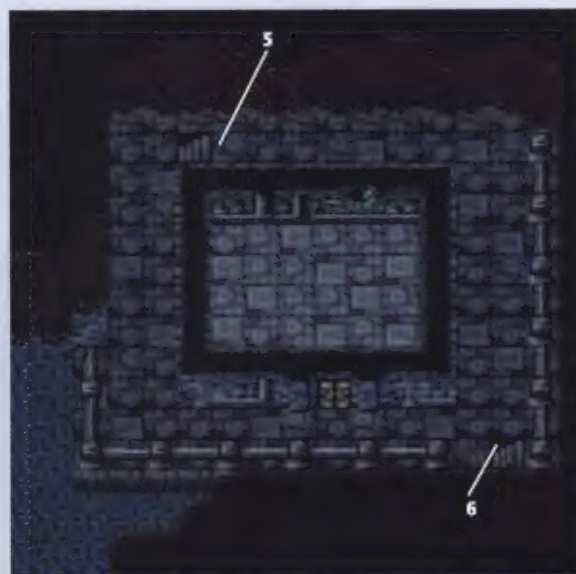
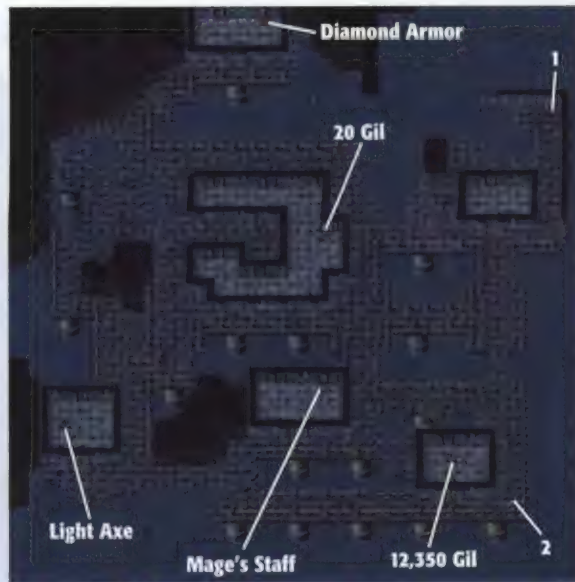
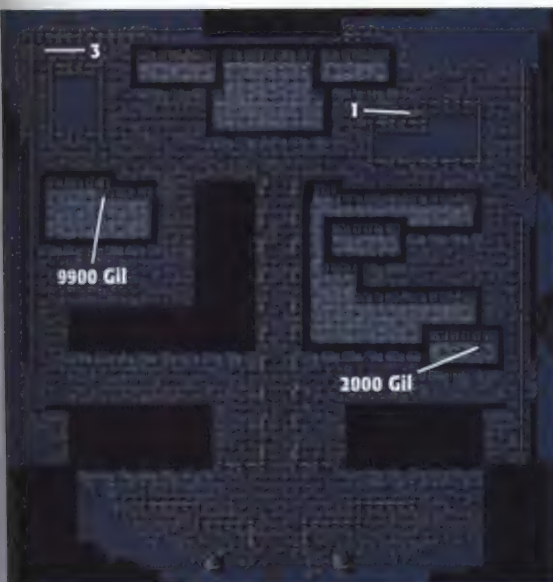


THE SUNKEN SHRINE



CHAPTER VIII





ITEMS FOUND

Antidote

Diamond Armlet

Diamond Armor

Diamond Gloves

Diamond Helm

Diamond Shield

Giant's Gloves

Light Axe (x2)

Mage's Staff

Ribbon

Rosetta Stone

THE SUNKEN SHRINE



Sunken Shrine Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
AQUOS	300	69	20	130	ICE	800	1962
COCKATRICE	50	1	4	47	-	200	186
DEEPEYES	304	30	16	156	BOLT	3591	3591
GHOST	180	93	30	85	FIRE, DIA	990	990
KING MUMMY	188	43	24	95	FIRE, DIA	1000	984
MUMMY	80	30	20	60	FIRE, DIA	300	300
PYROLISK	44	20	4	45	ICE	500	423
SAHAGIN CHIEF	64	15	8	46	BOLT	105	105
SAHAGIN PRINCE	204	24	20	101	BOLT	882	822
SEA SCORPION	148	35	18	85	BOLT	300	639
SEA SNAKE	224	35	12	116	BOLT	600	957
SEA TROLL	216	40	20	110	BOLT	852	852
SHARK	120	22	0	70	BOLT	66	267
WATER NAGA	356	9	8	116	BOLT	2355	2355
WHITE SHARK	344	50	8	170	BOLT	600	2361

None of the commonly encountered Sunken Shrine enemies are particularly deadly, but they attack relentlessly and in large groups, making this dungeon a painful ordeal. New foes include Sea Trolls, Sea Scorpions, Deepeyes, Sea Snakes, various Sahagins, White Sharks, Water Nagas, and Aquos elementals.

Virtually everything here is weak against Bolt, so with a single Red or Black Wizard and someone else using the Gauntlets, you can wipe out just about anything. The only exceptions are the Aquos, which are weak against Ice, and the Ghosts and Mummies that have typical undead weaknesses, Dia and Fire.

The most dangerous foes are the White Sharks, which have 344 hit points and an attack score of 50. The Sahagin Princes come in a close second, so have the offensive line target them and leave the weaker Sahagin Chiefs to the spellcasters' electrical assault.



THE MERMAID'S SUBMARINE

Bring the Oxyale to the mermaid in the southwest corner of Onlak, and she lets you use her submarine. It takes you directly to the Sea Shrine, a large underwater dungeon.

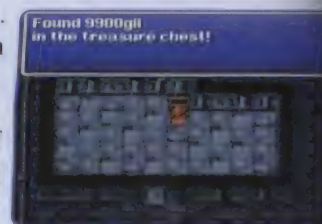


You have two different objectives here: Recover the Rosetta Stone from the top level of the shrine, and defeat the Water Fiend, Kraken at the bottom of the shrine. You can do the quests in any order you like, but it makes sense to get the Rosetta Stone first so you can benefit from the items and EXP acquired along the way when you battle the Water Fiend.

ROSETTA STONE 1: SUNKEN SHRINE 3F

The submarine takes you to the third floor, where you find stairs leading both up and down. The Rosetta Stone is on the shrine's top floor, so you'll want to take the staircase leading up in the northeast.

The third floor of the Sunken Shrine is full of empty rooms, so prepare to be disappointed if you intend to explore it all yourself. There are only two chests, and both contain money. The chest in the room south of the down staircase (in the northwest) is the only one that contains a substantial amount of money, 9900 Gil.



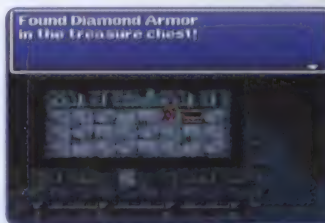
CHAPTER VIII

ROSETTA STONE 2: SUNKEN SHRINE 4F

The down staircase leads to 4F-B, where the treasure starts getting good. The first room passed is empty, but every other room contains a chest, and all of the out-of-the-way chests are well worth the trouble. In the north room is the **Diamond Armor**, a nice upgrade for your Knight.

The large room directly south of that, in the center of this floor, contains only **20 Gil**. A much better treasure awaits if you head to the room in the southwest corner: A **Light Axe**. As a weapon, it's unimpressive, but it can be used in combat by any character to cast Dia2. Continue east, and stop in the next room to collect a **Mage's Staff**, a combat ability weapon that can cast Fire2.

Further west is the final room, with a chest containing **12,350 Gil** and the staircase leading down, directly below it.



ROSETTA STONE 3: MERMAID CITY



Those stairs lead to 5F, a floor that is free of enemies and full of treasure. Every room contains a mermaid that will give you information, and many have treasure chests.

The treasure tally includes the **Diamond Armlet**, **Diamond Shield**, and over **30,000 Gil**. But where's the Rosetta Stone? Head to the northwest corner of the map and take the path that looks like it leads off-screen. Instead, it leads to the path in the northeast corner, where you can get at the last room (which contains the **Diamond Helm**, **Diamond Gauntlet**, and **Rosetta Stone**).

Take the stairs back up to the submarine, or use the Warp2 spell to teleport out. Heal and buy supplies in Onlak before revisiting the Sunken Shrine to battle the Water Fiend.

WATER FIEND 1: SUNKEN SHRINE 3F-A, 3F-B, 3F-C



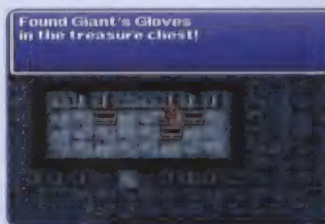
Take the submarine back to 3F-A, then head to the down staircase in the northwest. It takes you to the east side of 2F, a large floor that has eroded into two separate areas. There's no treasure on this side, so head directly north to another up staircase. That one leads to the tiny area of 3F-C, where you can take the stairs up to 4F-A, a small area that has no features except for a staircase down to 3F-B. There are two chests in 3F-B, but they contain a paltry **550 Gil**. Go through the door in the south and down the stairs to the west side of 2F.

WATER FIEND 2: SUNKEN SHRINE 2F

This side of 2F is rich in treasure, and you won't want to miss any of it. In the room directly south of the area you entered are two chests that contain over **15,000 Gil**. They're guarded by the Sea Shrine's first encounter spot, a fight against a number of Aquos. These foes can give you a serious beating, so take them down quickly with Ice-type spells.

Travel to the room in the west, where the chests contain more Gil and the invaluable **Giant's Gloves**. The loot is guarded by two encounter spots: more Aquos, and a pack of Sea Scorpions. From that room, head north to a room with a single chest. Battle more Aquos in the spot in front of the chest, then open it to reveal another **Light Axe**.

Head directly west from that room, until you find the final treasure room. You must defeat an encounter of mixed Sahagins here, a small price to pay to get your hands on another **Ribbon** and **20,000 Gil**. The staircase is just northwest of that room.



USING COMBAT ITEMS II

The Giant's Gloves casts Saber when used, nearly tripling the offensive power of a single character. As a spell, it can only be used on Black Wizards, but as an item it can affect anyone. If a Warrior has Haste cast on him and uses this on the same turn, he'll be doing roughly 7x normal damage on the 2nd turn!

The Light Axes are pretty easy to abuse, too. Assuming you have one White Wizard in the party, you are now able to cast Dia2 three times a turn. You need never worry about the undead again!



Kraken	1	HP	1598/597
		MP	579/579
		Remedy	372/372
		Pox	267/273

WATER FIEND 3: SUNKEN SHRINE 1F

The Sea Shrine's final floor is completely devoid of treasure, so there's no point straying from the direct path. Head west from the stairs, and then turn to the north when you see the giant rock ahead. Take the land bridge west again, past the rock, and end up outside of a giant room you need to enter. Find the door to the southwest, and head north through the room. After passing three puddles, turn to the west and exit the room via the south door in a small alcove. When you're back outside, head north, then east, and the first door you find takes you to the Water Fiend's lair. Heal all the way up before you face Water Fiend Kraken. Any character using a Fire Sword should swap it out, as Kraken is resistant to Fire.

KRAKEN

HP	M.D.
1600	160
POW	GIL
50	5000
P.D.	EXP
60	4245
WEAK	
BOLT	

Kraken's defense is so high that your best fighters will barely reach double digits. Power them up as soon as possible. Black Wizards should cast Haste, and the Warriors should use Giant's Gloves. Do this for each member of the offensive line, turn by turn, and they soon will be doing respectable damage.

Kraken's attacks are all physical (his only magic ability is to blind the party, an effect that is always easily ignored), so Shld2 and/or Invis2 are fantastic here. Have your White or Red Wizards cast them a few times in the first few turns to erase the threat of an instant kill by damage. Kraken is quite weak against Bolt, so Black Wizards should hit him with Bolt3, and any idle party members can chip away at him by using the Gauntlets.



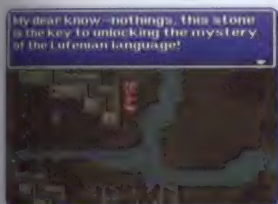

Kraken	1	HP	597/597
		MP	573/579
		Remedy	372/372
		Pox	267/273



CHAPTER VIII



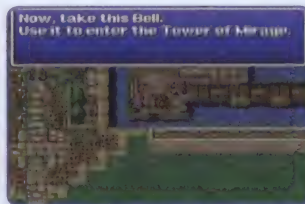
CHAPTER IX



Take the Rosetta Stone to Dr. Unne in Melmond.



Fly to the north tip of Lufenia peninsula.



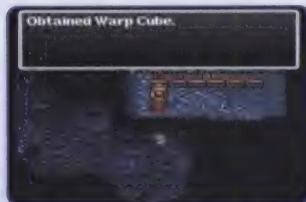
Acquire the Bell from a Lufenian elder.



Fly to the landing southeast of the Tower of Mirage.



Fight past the Blue Dragon on the third floor.



Use the Warp Cube to reach the Flying Fortress.



Battle the Wind Fiend, Tiamat on the top floor of the fortress.

LUFENIA



ITEMS FOUND

Bell

Shop Data

WHITE MAGIC, LEVEL 8

Spell	Cost	Class
Life2	60,000/40,000	WW

BLACK MAGIC, LEVEL 8

Spell	Cost	Class
Flare	60,000/40,000	BW

SHOPPING RECOMMENDATIONS

Spells

Lufenia has no armament shops, no Inn, and no Sanctuary, but there is a small, well-hidden magic shop. To get there, exit the town through the break in the outer wall in the northeast and go east.

The shop sells what are arguably the game's two best magic spells:

the attack spell Flare and Life2, which revives a character at their max HP. What are you waiting for? Buy them!



LUFENIA



Lufenia Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
ALLOSAURUS	480	65	10	200	-	502	3387
BARETTA	256	60	38	130	-	300	1428
DESERT BARETTA	352	98	48	156	-	1	2610
HILL GIGAS	240	38	12	120	-	879	879
NECROTAUR	224	40	14	116	FIRE, DIA	1050	1050
TROLL	184	24	12	100	FIRE	621	621
TYRANNOSAUR	600	115	10	200	-	600	7200
WINTER WOLF	92	25	0	55	FIRE	200	402
WYVERN	212	30	12	115	-	50	1173

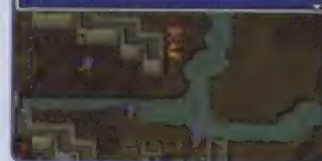
Expect a half dozen or so encounters on the way, including Hill Gigas (in packs of up to four), Baretas, Wyverns, and two dangerous new enemies, Allosaurus and Tyrannosaur. The fairly common Allosaurus has an attack power of 65, 480 Hit Points, and nearly unbreachable magic resistance. Fortunately, they have very weak physical defense, and can be beaten fairly easily if all four of your party members meet them in melee combat.

Green Tyrannosaurs appear very rarely. If you're lucky/unlucky enough to run into one, prepare for a whale of a fight. Their attack power is enough to kill an under-armored character in one hit, and they have more HP than their red cousins. If you decide to stay and fight, use the same tactics, and protect your healer at all costs.

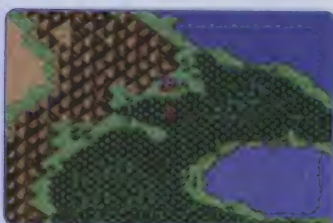
MEET DR. UNNE IN MELMOND

After conquering the Sunken Shrine, make a quick detour to Melmond. Go to the northeast corner of town, and show the **Rosetta Stone** to Dr. Unne (who hangs out near the gravestones). Within a matter of seconds, he cracks the code of the Lufenian language and teaches your party how to speak it fluently.

My dear know-nothings, this stone is the key to unlocking the mystery of the Lufenian language!



THE LONG WALK TO LUFENIA



Sadly, this linguistic breakthrough probably won't be a large boon to Lufenia's tourism industry since the city itself is still mired in the middle of nowhere. To get there, fly northwest from Melmond (looping around the globe) and land at the top of the long peninsula

in the west side of the northeast continent, where the bird's right wing joins its body. From there, it's a long walk south to the city of Lufenia.

ACQUIRE THE LUFENIA BELL

Now, take this Bell. Use it to enter the Tower of Mirage.



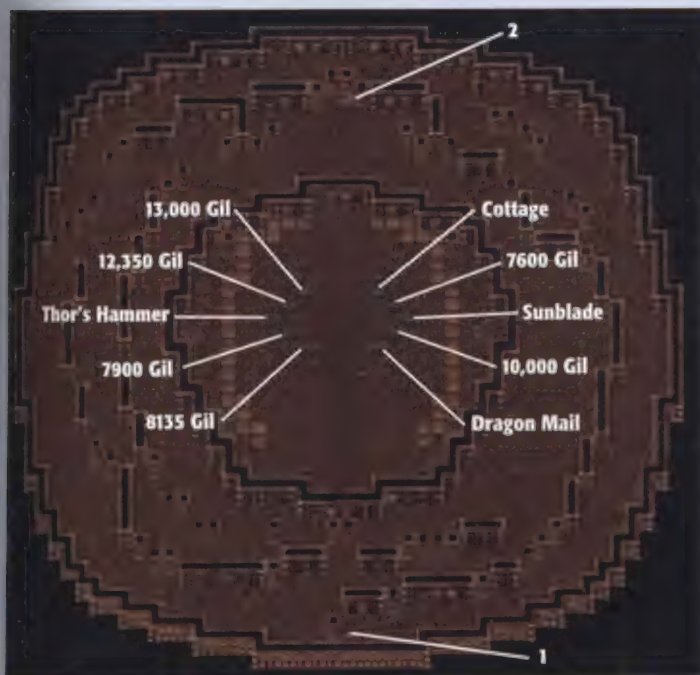
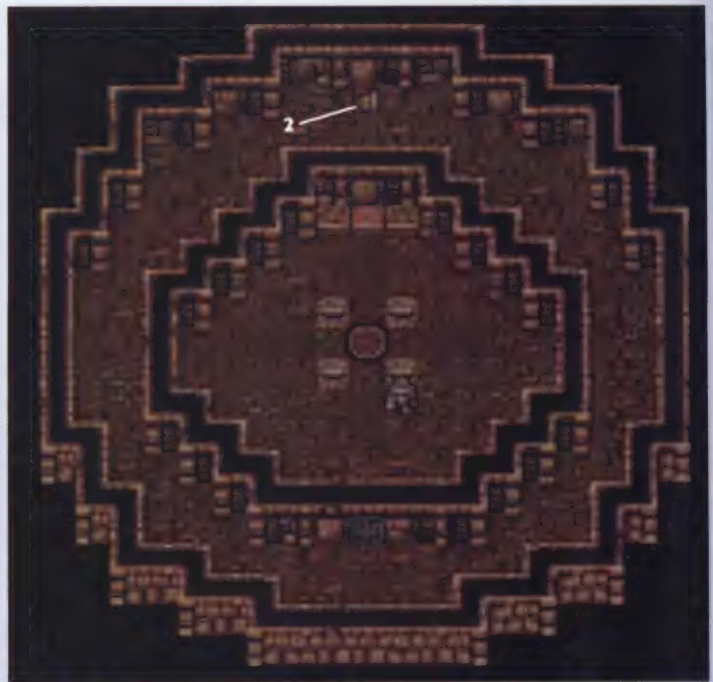
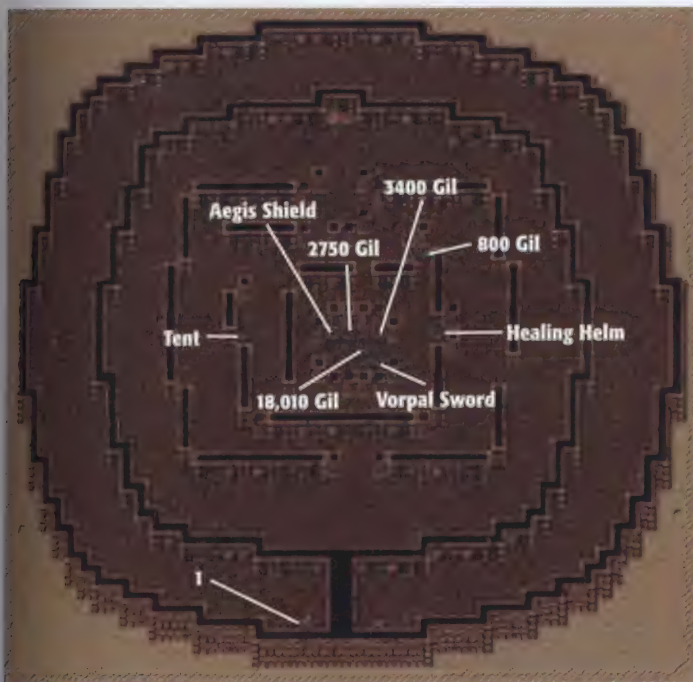
Outside of buying the last two level 8 spells, your only objective here is to get the **Bell** that opens up the Tower of Mirage. To get it, talk to the man in the southwest corner of the dock-like area east of the entrance.



CHAPTER IX



THE TOWER OF MIRAGE



ITEMS FOUND

Aegis Shield	Sunblade
Cottage	Tent
Dragon Mail	Thor's Hammer
Healing Helm	Vorpai Sword

CORNELIA CITY



Tower of Mirage Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
BLACK KNIGHT	260	44	38	135	-	1800	1263
BLUE DRAGON	454	92	20	200	-	2000	3274
CHIMERA	300	30	20	130	ICE	2500	2064
COCKATRICE	50	1	4	47	-	200	186
GUARDIAN	200	25	40	110	BOLT	400	1224
HELLHOUND	192	30	8	103	ICE	600	1182
KING MUMMY	188	43	24	95	FIRE, DIA	1000	984
MEDUSA	68	20	10	55	-	699	699
MUMMY	80	30	20	60	FIRE, DIA	300	300
NIGHTMARE	200	30	24	100	ICE	700	1272
PYROLISK	44	20	40	45	ICE	500	423
SABRETOOTH	200	24	8	106	-	500	843
VAMPIRE	156	76	24	75	FIRE, DIA	2000	1200
WERETIGER	160	30	16	93	-	780	780
WYRM	260	40	22	131	-	502	1218
WYVERN	212	30	12	115	-	50	1173



The Tower of Mirage introduces a handful of new enemies. Guardians appear in large quantities, and are particularly annoying, since they take a while to kill. They're weak against Bolt spells (but not very), and not too tough on offense, but a high defense score and their paralysis attacks can drag the battles out. The other new grunt-type enemy is the Black Knight, an all-around solid foe with no particular strengths or weaknesses.

Hardy, flame-spewing Chimeras are weak against Ice, but not too much of a threat. A much more pressing concern are the rare Blue Dragons, which have the highest attack scores in the tower, and a nasty Lightning attack that hits the whole party. They're weak against nothing and highly magic resistant, so stick to physical attacks to cut through their HP.

Vampires make their triumphant return (last seen as a boss in the Terra Cavern), and must be dealt with immediately. Exploit their typical Undead weaknesses (Dia and Fire) to kill them as quickly as possible.

TOWER OF MIRAGE



Have a few Cottages in your back pocket and learn Warp2 since the Tower of Mirage is the first in a double-header of fairly tough dungeons. When you're ready to go, park your Airship on the strip of grass southeast of the desert, and head to the tower.

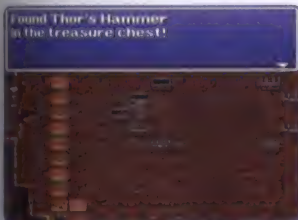
It's a short walk, so don't expect more than a few encounters. The enemies here are the same ones you encountered outside of Lufenia, with the addition of the desert-dwelling Sand Worm. It's rare, but kill it quickly if you run into it, since it can cast an instant-death Earthquake spell.

TOWER OF MIRAGE 1F

The staircase to the next floor is only a few steps away from the entrance. Go through the door, take a few steps to the east, and through the other door. That comes in handy later, but your first foray into the Tower of Mirage should be all about looting. The clump of treasures in the middle include the **Healing Helm** (cast Heal1 in combat), the **Vorpal Sword** (a sword with no apparent ability), and the **Aegis Shield** (which protects Knights from being turned to Stone).



TOWER OF MIRAGE 2F



Reaching the exit of the second floor is a much longer process and the loot is even deeper inside. Take the long route around the sides, and turn left at the break in the wall. Turn at the break in the next wall to get further in, and continue west to get into the center of the tower. From there, take the stairs or go south to find the door to the central room. The excellent loot includes a **Cottage**, the **Sun Sword** (a solid blade that does extra damage to Undead), **Thor's Hammer** (which can cast Bolt2), and the Knight-exclusive **Dragon Armor** (which raises your magic resistance against all elemental attacks), as well as a bunch of Gil.

You may want to Warp out after the looting is done, and use a Cottage. Then re-enter and quickly make your way to the treasure-free third floor with a fresh party.

TOWER OF MIRAGE 3F

BLUE DRAGON

HP	M.D.
454	200
POW	GIL
92	2000
P.D.	EXP
20	3274
WEAK	

Go south to find the entrance of the central room, and prepare for a Blue Dragon encounter spot as soon as you cross the doorway. Have your Black and Red Wizards support the offensive line by casting Haste on your fighters, since their elemental spells will not be effective.



If you have the Warp Cube, walk on the central warp spot to be transported to the Flying Fortress, where five more grueling floors await.

FLYING FORTRESS

THE FLYING FORTRESS

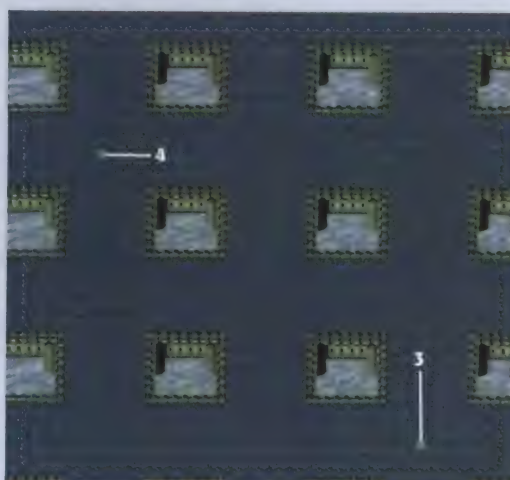
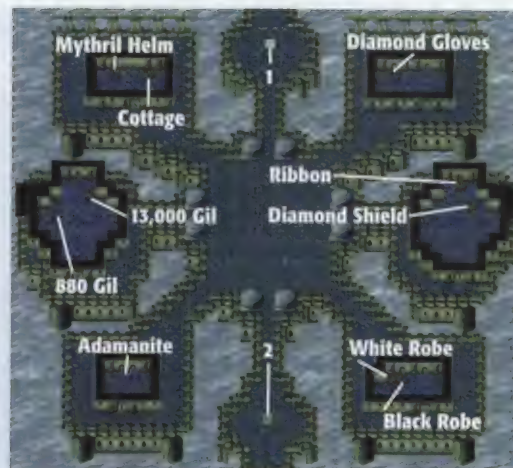
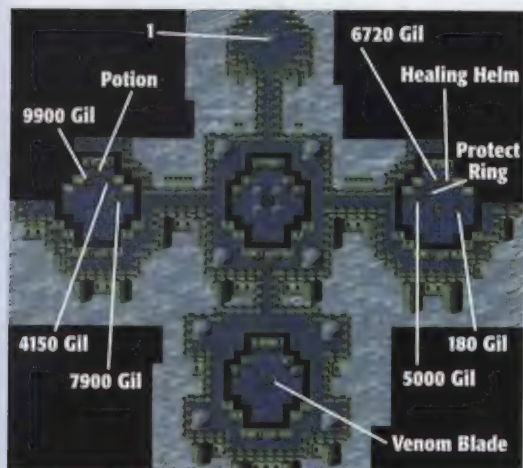
There is no opportunity to save or heal between dungeons, so conservative players should use the smash-and-grab technique: grab the treasure in the first three floors, Warp out, drop a Cottage, and go through it all again (including the Tower of Mirage). But if you think you can grab all the goods and defeat the Wind Fiend, Tiamat in one trip, more power to you.

FLYING FORTRESS 1F

This is a very simple floor with four rooms. You start in the middle with treasure rooms to the west, east, and south. The room to the west can be skipped, since it contains only a **Potion** and buckets of Gil. The room to the east contains a **Protect Ring**, another **Healing Helm**, and more Gil. All that leaves is the room to the south, which contains a single treasure: the **Venom Blade**, which can cast Poison. As a weapon, its stats are weak, but you can get a couple of surprise kills if you have an idle party member use its ability frequently in combat. After looting the treasure chests, head north to the teleportation mirror and advance to the next floor.



FLYING FORTRESS



ITEMS FOUND

Adamantite
 Black Robe
 Cottage
 Diamond Gloves
 Diamond Shield
 Gold Needle (x2)
 Healing Helm
 Mythril Helm
 Potion (x2)
 Protect Cloak
 Protect Ring (x2)
 Ribbon
 Sasuke
 Shirt
 Venom Blade
 White Robe

CHAPTER IX

Flying Fortress Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
AEROS	358	53	4	130	-	807	1614
BLACK KNIGHT	260	44	38	135	-	1800	1263
CHIMERA	300	30	20	130	ICE	2500	2064
CLAY GOLEM	176	64	7	93	-	800	1257
DARK FLAN	156	49	255	85	FIRE	900	1101
DARK WARRIOR	200	40	38	186	-	3420	3420
EARTH MEDUSA	96	11	12	70	FIRE	1218	1218
EVIL EYE	162	30	30	92	-	3225	3225
FIRE HYDRA	182	20	14	103	ICE	400	1215
MANTICORE	164	22	8	95	-	650	1317
MEDUSA	68	20	10	55	-	699	699
MINDFLAYER	112	1	12	187	-	999	822
NEOCHU	344	35	32	170	-	500	3189
NIGHTMARE	200	30	24	100	ICE	700	1272
RAKSHASA	110	20	30	62	-	800	603
SOLDIER	400	102	48	160	BOLT	2000	4000
SPIRIT NAGA	420	7	16	143	-	4000	3489
STONE GOLEM	200	70	16	110	-	1000	2385
VAMPIRE LORD	300	90	28	84	FIRE, DIA	3000	2385



A legion of deadly new foes awaits in the Flying Fortress. These battles test your endurance more than your wit, as few Flying Fortress foes have any weakness you can exploit.

In the grunt department, you have Rakshasa and Dark Warrior foes, who don't have many hit points but are very strong against magic. Rakshasas are poisonous and Dark Warriors can cast such nasty spells as Doom and Flare, so both must be dealt with quickly.

There are plenty of other nasty spellcasters lurking about, including the Mindflayer and the Evil Eye, who are both big fans of instant-kill attacks. The classic Medusa has been reborn in the Flying Fortress as the slightly more powerful Earth Medusa. Fortunately, all three are weak on defense and go down quickly. Other new Magician-type foes include the Spirit Naga, who is weak on offense and defense but can cause virtually any status condition in the game.

The Soldier is a super-powered Guardian, with 400 hit points and a much higher attack score. Fortunately, he still has his predecessor's weakness against Bolt, making him one of only two new foes in the Flying Fortress who are weak against anything. The other is the deadly Vampire Lord, who should be killed immediately before he can do any serious damage. The new elemental, Aeros, is weak against nothing except physical attacks.



Manticores are fairly weak, but poisonous, as are the old river-dwelling Neochus. Stone Golems are just powered-up Clay Golems, with only 200 HP but almost complete immunity to magic.

No overview of the Flying Fortress is complete without a mention of the Warmech, a very rare random encounter that rivals the game's final boss in difficulty and is discussed in more detail later.

FLYING FORTRESS 2F

The exit is a straight shot south from where you enter this floor, but the six treasure rooms on the sides should not be ignored. The northwest one contains a **Mythril Helm** and a **Cottage**. The west one contains only Gil. The southwest one contains a true treasure: the **Adamantite** sought by the Dwarves. If your party has a Warrior or Knight in it, don't miss that chest!

On the east side, you have an **Diamond Gloves** in the northeast, another **Ribbon** and a **Diamond Shield** in the east room. The **Black Robe** and **White Robe** are in the southeast room. As armor, those two items are no better than the Ruby Armlet your Wizards are probably already wearing. But in combat, they can cast Ice2 and Invis2, respectively. Ice2 is the highest level yet of combat ability spells, and Invis2 is quite useful during boss battles. Don't miss them!

FLYING FORTRESS

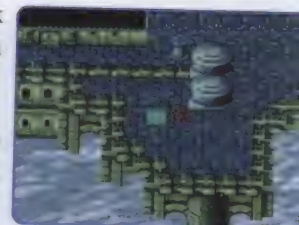
FLYING FORTRESS 3F

The warp leads you near a strange, circular window set into the floor. Go up to it and take a peek for a clue as to your next destination. The warp to the next floor is to the east and a bit south of the one you took in, just below the east treasure room.

There are treasure rooms to the east, north, and west. A long passage to the south contains a few rooms with a confusing clue that you'd be wise to skip. The treasure room to the north contains a **Potion**, **Protect Ring**, and some Gil.

There are nice finds in the east and west rooms. The highlight of the east treasure room is the **Sasuke**, a Ninja-exclusive weapon with great stats but no special abilities. The only item of note in the west treasure room is the **Protect Cloak**, which is the only shield item in the whole game that can be equipped by a Black or White Wizard.

That's it for treasures in the Flying Fortress, so if you're going to bail out and use a Cottage, do it now. If you do so, hop back into your Airship and take the Adamantite to the Dwarves so you can use your new toy against Tiamat.



FLYING FORTRESS 4F

4F is an infinite loop and you could walk in any direction forever. To get to the next floor from the warp mirror, head past two pits to the north, then turning west and finding it after passing another two pits. You can also get there by going south past two pits, then turning east past 2 pits. Spooky.

FLYING FORTRESS 5F - THE WARMECH

WARMECH

HP	M.D.
2000	200
POW	GIL
128	32,000
P.D.	EXP
80	32,000
WEAK	

*Save. Your. Game. NOW! Sure, you've got a bit of a walk before you get to Tiamat, but there is a 1 in 64 chance that any encounter on the way is against a rare enemy known as the Warmech. The highlights include 2000 HP, resistance to all magic (except Holy), attack power of 128 (enough to kill a Wizard in the high 20's in one hit), and a little attack called "Nuclear" that does a few hundred points of damage to the entire party. If you see him, run, and hopefully you'll get away before his first attack.

Unless, of course, you *want* to fight. If so, use Haste and Saber on your fighters while you set up a solid defense of NulAll and Shld2. The Warmech regenerates 100 HP a turn, so if your enhanced fighters aren't doing far more than that, you have little hope of victory. Good luck!



TIAMAT

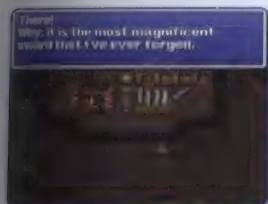
HP	M.D.
2000	200
POW	GIL
49	6000
P.D.	EXP
80	5496
WEAK	
STONE	

The Wind Fiend Tiamat may not be fit to lick Warmech's iron boots, but he's no pushover. His standard attacks do less damage than Kraken's did, but he has a number of nasty spell abilities that damage your whole party, including Poison Gas, Thunder, Blizzard, and Flame. Thunder is the most common one, so NulBolt is a good choice for White Wizards in the first turn. On subsequent turns, their job is keep everyone above 200 HP. Black Wizards should cast Haste on the Knights, while Knights use Giant's Gloves, then start slashing. Tiamat isn't really weak against anything but Stone (so a cheap Break victory is a possibility), but Holy and Flare are strong enough to punch through any magic resistance.



CHAPTER IX

CHAPTER X



Have the Adamantite forged into the Excalibur.



Use your Crystals at the Temple of Chaos.



Play the Lute on the Temple's top floor.



Find and defeat Chaos and his four fiends.

THE TEMPLE OF CHAOS

Temple of Chaos 1F-3F Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
BLACK KNIGHT	260	44	38	135	-	1800	1263
CHIMERA	300	30	20	130	ICE	2500	2064
DARK FLAN	156	49	255	85	FIRE	900	1101
DARK WARRIOR	200	40	38	186	-	3420	3420
DARK WIZARD	105	26	40	170	-	1095	1095
DEATH EYE	360	120	60	160	FIRE, DIA	1	1
DRAGON ZOMBIE	268	56	30	135	FIRE, DIA	999	2331
GREEN DRAGON	352	72	16	200	ICE	5000	4068
ICE GIGAS	336	60	16	150	FIRE	1752	1752
PURPLE WORM	448	65	10	200	-	1000	4344
RHYOS	350	40	18	143	ICE	5000	4584
VAMPIRE LORD	300	90	28	84	FIRE, DIA	3000	2385
WHITE DRAGON	200	53	8	196	BOLT, FIRE	2000	1701
WINTER WOLF	92	25	0	55	FIRE	200	402



The Temple's first floor is home to four enemies: Purple Worms, Chimeras, White Dragons, and Dark Flans. Purple Worms give you more EXP than any other enemy in the Temple, and are relatively harmless (well, by the standards of this area). It's difficult to run from fights, but your fighters should be able to take them out while everyone else uses healing items and spells.

White Dragons, on the other hand, are deadly. When you run into a large group of these and they all decide to use Blizzard at the same time, fatalities will occur. So hit them hard and exploit their weaknesses against Fire and Bolt.

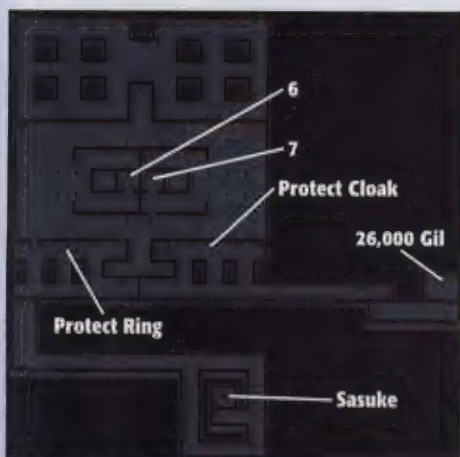
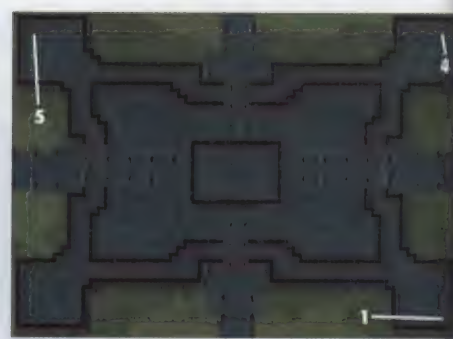
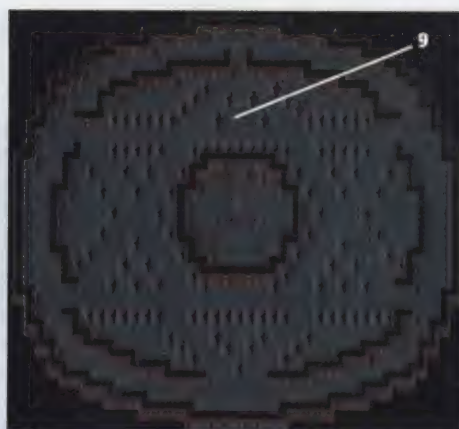
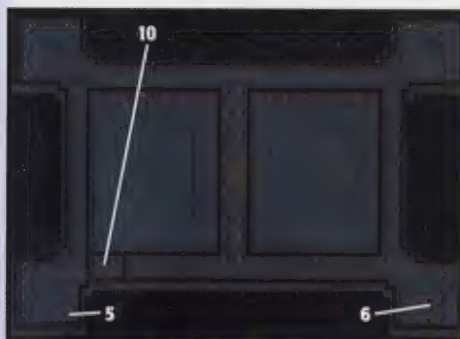
Dark Flans are weak only against magic (Fire especially), and very strong against physical attacks. Use combat items, especially the Mage's Staff to beat them. Chimeras and their counterpart (on 2F), Rhyoses, are both weak against Ice (use your Black Robe so you don't waste spells). The Rhyoses can petrify your whole party with their poison gas attack, so make sure that vital characters are wearing Ribbons.

The second floor adds a number of old favorites, like the Ice Gigas, Dragon Zombie, and Vampire Lord. The Dragon Zombie and Vampire Lord aren't so tough now that you can hit them with the Mage's Staff and double Light Axes!

The third floor adds Flying Fortress favorites like the Dark Wizard, Dark Warrior, and Black Knight, and features the return of the Green Dragon you haven't seen since the Waterfall Cavern. The Green Dragon is weak against Ice, and packs dangerous, damage-dealing Poison Gas.

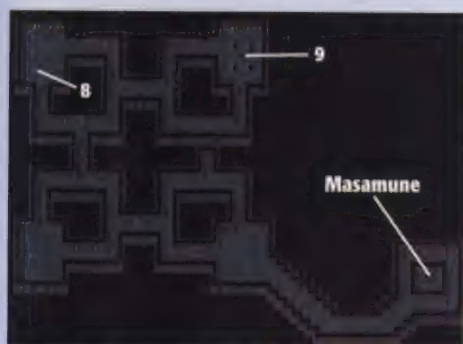
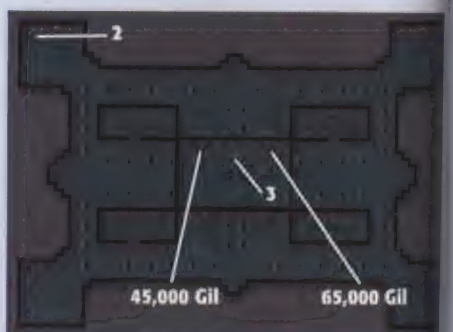
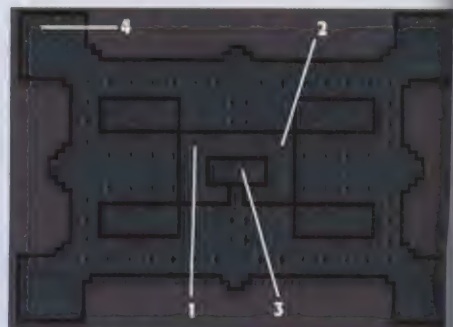


THE TEMPLE OF CHAOS



ITEMS FOUND

- Excalibur
- Masamune
- Protect Cloak
- Protect Ring
- Sasuke



CHAPTER X



Temple of Chaos B1F-B4F Encounters

ENEMIES B1F

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
BASILISK	196	30	20	91	-	658	1977
CLAY GOLEM	176	64	7	93	-	800	1257
EARTH MEDUSA	96	11	12	70	FIRE	1218	1218
GNOMA	288	66	20	130	FIRE	768	1536
STONE GOLEM	200	70	16	110	-	1000	2385

ENEMIES B2F

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
FIRE GIGAS	300	73	20	135	ICE	1506	1506
FIRE LIZARD	296	31	18	143	ICE	1200	2472
LAVA WORM	280	50	31	143	ICE	400	1671
PYROS	276	50	20	130	ICE	800	1620
RED DRAGON	248	75	30	200	-	4000	2904

ENEMIES B3F

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
AQUOS	300	69	20	130	ICE	800	1962
DEEPEYES	304	30	16	156	BOLT	3591	3591
SAHAGIN PRINCE	204	24	20	101	BOLT	882	822
SEA SCORPION	148	35	18	85	BOLT	300	639
SEA SNAKE	224	35	12	116	BOLT	600	957
SEA TROLL	216	40	20	110	BOLT	852	852
WATER NAGA	356	9	8	116	BOLT	2355	2355
WHITE SHARK	344	50	8	170	BOLT	600	2361

ENEMIES B4F

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
AEROS	358	53	4	130	-	807	1614
DOOM KNIGHT	190	55	32	173	-	3000	2700
DRAGON ZOMBIE	268	56	30	135	FIRE, DIA	999	2331
IRON GOLEM	304	93	100	142	-	3000	6717
MINDFLAYER	112	1	12	187	-	999	822
NIGHTMARE	200	30	24	100	ICE	700	1272
PURPLE WORM	448	65	10	200	ICE	1000	4344
STONE GOLEM	200	70	16	110	-	1000	2385
VAMPIRE	156	76	24	75	FIRE, DIA	2000	1200
VAMPIRE LORD	300	90	28	84	FIRE, DIA	3000	2385

Each of the underground floors features enemies from one of the four Fiends' dungeons, with an enhanced version of that fiend as the boss. B1F features such favorites as the Clay Golem, Stone Golem, and Gnoma. Gnoma is weak against Fire, but the Golems are only weak against physical attacks. The rock theme is continued by the Earth Medusa and Basilisk, both of whom can petrify you with their gaze. If you've been diligently collecting Ribbons, they should no longer be a significant threat.

B2F is home to the Fire Gigas, Fire Lizard, Lava Worm, Pyros, and Red Dragon. All but the rare Red Dragons are weak against Ice (go Black Robe, go!), making this one of the easiest floors to get through. You may want to have your second-tier fighter use the Ice Brand on this floor, but switch back before the boss.

Every enemy in B3F comes straight from the Sunken Shrine, and they're not so tough now that you have a few levels under your belt. Everything except the Aquos elementals are weak against Bolt (weak against Ice instead), so your wizards should use Gauntlets and Thor's Hammer virtually every turn. Remember to take out White Sharks and Sahagin Princes quickly, as they're still the strongest fish in the sea.

The Flying Fortress foes that have made the journey to B4F are as strong as ever, and appear in much larger groups. Outside of the Vampires and Dragon Zombies, nothing here has a significant magical weakness, so new foes like Doom Knights and Iron Golems must be dealt with physically. The packs of Aeros elementals are probably the most dangerous foes, so have your wizards use heal items every turn to keep HP up.

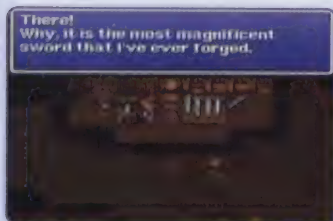
THE TEMPLE OF CHAOS



THE FINAL BATTLE GROWS NEAR

The game's last dungeon was also its first: the Temple of Chaos northwest of Cornelia. Now that you've activated the four crystals, the large crystal in the center of Garland's room warps you to a different area, and a different time.

BUT FIRST, EXCALIBUR!



First, go visit the Dwarves and have them forge the Adamantite you found in the Flying Fortress into the powerful Excalibur for your Knight. Then, buy any items and spells you couldn't afford earlier, and pick up 99 Potions for the trials ahead. If your spellcasters are about to level-up, go visit the Lufenia area for a bit, so they can get those new spells before you enter.

THE POINT OF NO RETURN

Preparation is important, because once you enter the final dungeon, the only way to leave is with the Warp1 or Warp2 spells. Warp1 only takes you back one level, so it's only practical if you intend to stay on the first floor and fight for EXP which is not a bad idea. Those Purple Worms pay off handsomely! If you choose to begin progressing through the temple's eight floors, the Red and White Wizard spell Warp2 will be your only option.



HEALING FOR FREE!

You should save all your high-level spells for the last few bosses, so resist the temptation to cast Heal3 and Cure4 when the going gets tough. Instead, use Potions and low-level healing spells that you would never cast in combat, like Cure1 and Cure2. But the road is long, and that may not be enough. When the party starts looking a little rough, you may need to get a little tricky.

When you encounter a large group of fairly weak enemies, kill them all off except for one. Then have three of your four characters use the Healing Staff and Healing Helms every turn, while the fourth wastes his turn (say, by using the Giant's Gloves over and over). Unless the enemy is a White Dragon or something, it can't possibly hurt you faster than you heal, so you'll get the gang up to max HP eventually.



TEMPLE OF CHAOS 1F + 2F

There are staircases in the four corners of this room, but you can only get to the ones in the southwest and southeast. The southwest one leads to a dead end, so that makes the choice pretty easy.

That southeast staircase takes you to a very small area of 2F, where all you can do is walk a few steps to the east and take another staircase up to 3F.

TEMPLE OF CHAOS 3F

On 3F you have some walking to do. Head south past the second room, then turn to the east and follow the pillars when they turn north to the central room's door. Shortly after you enter you stumble onto the Temple's first encounter point, a Death Eye. This zombie eye is weak against Dia and Fire spells, and only has 360 HP. His gaze attacks can be fatal, so make sure everyone is wearing a Ribbon or Protect Ring before you enter the room.

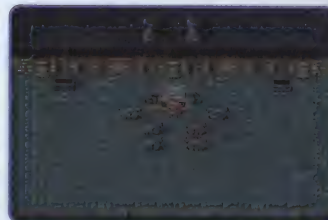


CHAPTER X

THE LUTE OPENS THE PATH

The two chests here contain 110,000 Gil, but all the Gil in the world won't help you now. What helps is playing the Lute the Princess gave you earlier. Play it in front of the stone block and a ladder is revealed.

That ladder takes you to the small room in the middle of 2F, from which you can go south, then west, then north to reach a new staircase. That staircase takes you back to 1F, where you have another short hike from the northeast corner to the northwest corner, where the stairs to the basement await.



LICH

HP	M.D.
1000	140
POW	GIL
50	1
P.D.	EXP
50	2000
WEAK	
DIA	

You have to walk all the way around this map, from the southwest corner, to the northwest corner, to the northeast corner, to the southeast corner. When you're beaten and battered from the dozen or so random encounters, a super-powered Earth Fiend pops up looking for revenge.

Save your game and heal to max HP before you approach the staircase that he guards. Lich only has 1000 HP, so your spell-enhanced offensive line should be able to take him down in only a few turns. Unfortunately, he tends to cast Flare on the first turn, so make sure that everyone in your party can survive it. You can't afford to waste high-level healing spells or offensive spells, so have your wizards use Light Axes to help get some damage in before the Lich drops the second Flare.



ONE FINAL WARNING

All of these bosses are on encounter points, so if you use Warp2, or even just back up and head for the stairs a second time, they'll be back for more.

TEMPLE OF CHAOS B2F

There are only seven item chests in this dungeon, and this floor has four of them. They contain a **Protect Ring**, **Protect Cloak**, **Sasuke**, and 26,000 Gil.

From the entrance, head west to get out into the open, then north to find a door. Head east along the bottom wall until you find another door, and then make your way towards the next staircase. This part of B2F is completely symmetrical, and the stairs are right where they were on the left side.

If you want the items, avoid approaching the staircase (where Marilith awaits) and go south through the break in the wall. The Protect Ring and Sasuke are just through the door to the west, and the Protect Cloak is through the door to the east.



THE TEMPLE OF CHAOS

MARILITH

HP	M.D.
1400	183
POW	GIL
60	1
P.D.	EXP
60	2000
WEAK	

The Fire Fiend, Marilith is a little easier than Lich was. Her new tricks are Fire3 and Reaper, so wear your Ribbons and have a White or Red Wizard cast NulFire on her first turn. Have your offensive line pull the typical Haste/Saber combo and start swinging.



TEMPLE OF CHAOS B3F

To skip most of this featureless level, head into the floor's west wing and go south as far as you can go. Exit into the southern central courtyard, and pass through a nearby door to the north. From there go one room to the east, where the grave-stones are, and south to the bottom edge of the map. Then head east to the staircase where the Water Fiend, Kraken awaits.

KRAKEN

HP	M.D.
1800	200
POW	GIL
70	1
P.D.	EXP
70	2000
WEAK	

Kraken has managed to shake his weakness against Bolt, so magic is no longer in any way effective against him. He can cast a few weak spells himself, but as before, the real threat is his physical attacks. Use the White Robe and follow it up with a Shld2 if you can afford to. As always, it is solely up to the offensive line to cut through Kraken's 1800 HP.

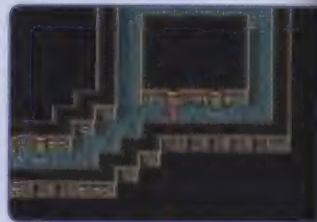


TEMPLE OF CHAOS B4F

This level poses an interesting dilemma: head directly to Tiamat and the stairway down to the final level, or take the long detour that leads to the Masamune, which is far and away the game's greatest weapon. Sure, there's only a few minutes of gameplay left, but if you have the resources to heal your party before the next two bosses, the Masamune is worth the trip.

The quickest way to get to the Masamune is the simplest. Follow the west wall south, then east, and eventually it takes you right to it. Any class can use the Masamune, so it's ideal for second-tier fighters like the Ninja (after all, the Knight already has Excalibur). Or you could give it to your White Mage for some added physical damage and healing support!

Go back the way you came, but heal up before you cross the thin bridge that links the northwest and northeast corners of this map; it's there that Tiamat has laid his ambush, not by the staircase.



CHAPTER X

TIAMAT

HP	M.D.
2200	200
POW	GIL
75	1
P.D.	EXP
90	2000
WEAK	
-	

The Wind Fiend, Tiamat may well be tougher than the game's last boss, so prepare well and don't be afraid to use up a few high-level spells. His attacks are primarily magical, so a NulAll spell cast on your healer will ensure your survival if things go wrong. Tiamat doesn't use any one elemental type exclusively, but Bolt is still the most common one, so a NulBolt won't hurt. Tiamat is no longer weak against Break, so beefing up your party's fighters with Haste/Saber is now the road to victory.



TEMPLE OF CHAOS B5F

There are no encounters on this floor, so you may want to check to see if any of your characters are within a few thousand EXP of leveling up. If they are, battle a bit back in B4F (taking care not to run into Tiamat again) so everyone will be at their best for the boss. Use up the last of your Potions to max out everyone's HP, save the game, and prepare for the game's final battle. You may also want to tweak your characters' equipment. Chaos doesn't really have any attacks that cause status conditions, so Ribbons and Protect Rings can be swapped out for better defensive items.

CHAOS

HP	M.D.
4000	200
POW	GIL
100	0
P.D.	EXP
100	0
WEAK	
-	

Chaos is actually a pretty routine boss battle, except that he has 4,000 HP and the ability to heal himself with Cure4 (this happens randomly, so you'll just have to take him down as quickly as possible and hope you get lucky). He has no weakness, and any magic cast on him is a wasted effort. Sure, you can get a few points through with Flare or Holy, but there are better things you can do with those spell slots.

White Wizards should cast NulAll on themselves, then NulFire, NulBolt, and NulIce (in that order). Black Wizards should cast Haste and Steel on the offensive line as usual.

Each attacker should use the Giant's Gloves, then begin their relentless assault. If you've saved up a few Cure4 spells, you should be ready for anything.





THE TEMPLE OF CHAOS



S E C R E T S

T H E T I L E G A M E

When you're on your ship, hold , then press  55 times to bring up a sliding tile puzzle game called 15 Puzzle. The game keeps track of your best time, and rewards you accordingly.



Under 6 Minutes: You get a Potion

Under 4 Minutes: You get an Antidote, and a Potion

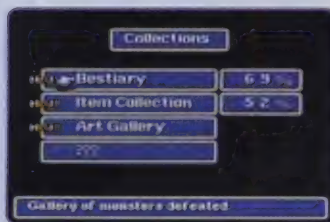
Under 2 Minutes: You get a Golden Needle, an Antidote, and a Potion

1st Place Finish: 10,000 Gil

2nd Place Finish: 5,000 Gil


3rd Place Finish: 2,000 Gil

C O L L E C T I O N S





Select Config from the Main menu, then Collections from the Config menu. The Collections keep track of all the items you've found, and all the enemies you've encountered and their stats. There is also an Art Gallery and a Photo Gallery where you can see original enemy designs and publicity art for Final Fantasy I. The more items and monsters you find, the more pieces of Art and CG are made available to you.

B E S T I A R Y

ENEMY NAME	NAME	CENTIPEDE		
HIT POINTS	HP	222		
ATTACK POWER	POW	39		
PHYSICAL DEFENSE	P.D.	20		M.D. 116
ELEMENTAL WEAKNESS	GIL	300		EXP 1194
ELEMENTAL RESISTANCE	WEAK	-		
MAGICAL DEFENSE	RESIST	-		


RED BOXES INDICATE ENEMIES THAT APPEAR ONLY AS BOSSES

NAME	AEROS		
HP	358		
POW	53		
P.D.	4	M.D. 130	
GIL	807	EXP 1614	
WEAK	-		
RESIST	QUAKE, DEATH, CONFUSION, PARALYSIS		

NAME	ALLOSAURUS		
HP	480		
POW	65		
P.D.	10	M.D. 200	
GIL	502	EXP 3387	
WEAK	-		
RESIST	-		

BESTIARY

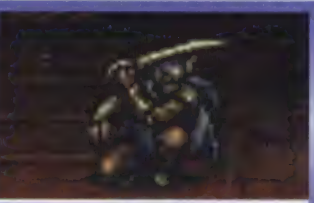
NAME ANACONDA		
HP	80	
POW	22	
P.D.	10	M.D. 56
GIL	50	EXP 165
WEAK	-	
RESIST	-	


NAME AQUOS		
HP	300	
POW	69	
P.D.	20	M.D. 130
GIL	800	EXP 1962
WEAK	ICE	
RESIST	QUAKE, FIRE, DEATH, CONFUSION, PARALYSIS	


NAME ASTOS		
HP	168	
POW	26	
P.D.	40	M.D. 170
GIL	2000	EXP 2250
WEAK	-	
RESIST	-	


NAME BARETTA		
HP	256	
POW	60	
P.D.	38	M.D. 130
GIL	300	EXP 1428
WEAK	-	
RESIST	-	

NAME BASILISK		
HP	196	
POW	30	
P.D.	20	M.D. 91
GIL	658	EXP 1977
WEAK	-	
RESIST	-	

NAME BLACK KNIGHT		
HP	260	
POW	44	
P.D.	38	M.D. 135
GIL	1800	EXP 1263
WEAK	-	
RESIST	-	


NAME BLACK WIDOW		
HP	28	
POW	10	
P.D.	0	M.D. 28
GIL	8	EXP 30
WEAK	-	
RESIST	-	


NAME BLOODBONES		
HP	144	
POW	26	
P.D.	12	M.D. 76
GIL	378	EXP 378
WEAK	FIRE, DIA	
RESIST	ICE, DEATH, CONFUSION, PARALYSIS	


NAME BLUE DRAGON		
HP	454	
POW	92	
P.D.	20	M.D. 200
GIL	2000	EXP 3274
WEAK	-	
RESIST	QUAKE, BOLT	

NAME CENTIPEDE		
HP	222	
POW	39	
P.D.	20	M.D. 116
GIL	300	EXP 1194
WEAK	-	
RESIST	-	

NAME CHAOS		
HP	4000	
POW	100	
P.D.	100	M.D. 200
GIL	-	EXP -
WEAK	-	
RESIST	ALL	

NAME CHIMERA		
HP	300	
POW	30	
P.D.	20	M.D. 130
GIL	2500	EXP 2064
WEAK	ICE	
RESIST	QUAKE, FIRE	

NAME CLAY GOLEM		
HP	176	
POW	64	
P.D.	7	M.D. 93
GIL	800	EXP 1257
WEAK	-	
RESIST	QUAKE, ICE, FIRE, DEATH, CONFUSION, PARALYSIS	

NAME COBRA		
HP	56	
POW	6	
P.D.	6	M.D. 46
GIL	50	EXP 123
WEAK	-	
RESIST	-	

NAME	COCKATRICE	
HP	50	
POW	1	
P.D.	4	M.D. 47
GIL	200	EXP 186
WEAK	-	
RESIST	QUAKE	



NAME	CRAWLER	
HP	84	
POW	1	
P.D.	8	M.D. 51
GIL	200	EXP 186
WEAK	-	
RESIST	-	



NAME	CRAZY HORSE	
HP	64	
POW	10	
P.D.	2	M.D. 40
GIL	15	EXP 63
WEAK	-	
RESIST	-	



NAME	CROCODILE	
HP	184	
POW	42	
P.D.	16	M.D. 103
GIL	900	EXP 816
WEAK	BOLT	
RESIST	QUAKE, FIRE	



NAME	DARK FLAN	
HP	156	
POW	49	
P.D.	255	M.D. 85
GIL	900	EXP 1101
WEAK	FIRE	
RESIST	QUAKE, BOLT, ICE, DEATH, CONFUSION, PARALYSIS	



NAME	DARK WARRIOR	
HP	200	
POW	40	
P.D.	38	M.D. 186
GIL	3420	EXP 3420
WEAK	-	
RESIST	-	



NAME	DARK WIZARD	
HP	105	
POW	26	
P.D.	40	M.D. 170
GIL	1095	EXP 1095
WEAK	-	
RESIST	-	



NAME	DEATH EYE	
HP	360	
POW	120	
P.D.	60	M.D. 160
GIL	1	EXP 1
WEAK	FIRE, DIA	
RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALYSIS	



NAME	DEEPEYES	
HP	304	
POW	30	
P.D.	16	M.D. 156
GIL	3591	EXP 3591
WEAK	BOLT	
RESIST	QUAKE, FIRE	



NAME	DESERT BARETTA	
HP	352	
POW	98	
P.D.	48	M.D. 156
GIL	1	EXP 2610
WEAK	-	
RESIST	-	



NAME	DOOM KNIGHT	
HP	190	
POW	55	
P.D.	32	M.D. 173
GIL	3000	EXP 2700
WEAK	-	
RESIST	DEATH, CONFUSION, PARALYSIS	



NAME	DRAGON ZOMBIE	
HP	268	
POW	56	
P.D.	30	M.D. 135
GIL	999	EXP 2331
WEAK	FIRE, DIA	
RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALYSIS	



NAME	EARTH MEDUSA	
HP	96	
POW	11	
P.D.	12	M.D. 70
GIL	1218	EXP 1218
WEAK	FIRE	
RESIST	QUAKE, ICE	



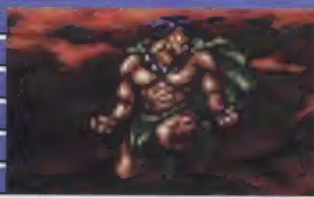
NAME	EVIL EYE	
HP	162	
POW	30	
P.D.	30	M.D. 92
GIL	3225	EXP 3225
WEAK	-	
RESIST	QUAKE	



BESTIARY



NAME	FIRE GIGAS		
HP	300		
POW	73		
P.D.	20	M.D.	135
GIL	1506	EXP	1506
WEAK	ICE		
RESIST	FIRE		




NAME	FIRE HYDRA		
HP	182		
POW	20		
P.D.	14	M.D.	103
GIL	400	EXP	1215
WEAK	ICE		
RESIST	FIRE		



NAME	FIRE LIZARD		
HP	296		
POW	31		
P.D.	18	M.D.	143
GIL	1200	EXP	2472
WEAK	ICE		
RESIST	FIRE		




NAME	GARGOYLE		
HP	80		
POW	12		
P.D.	8	M.D.	53
GIL	80	EXP	132
WEAK	-		
RESIST	QUAKE		




NAME	GARLAND		
HP	106		
POW	15		
P.D.	10	M.D.	64
GIL	250	EXP	130
WEAK	-		
RESIST	-		




NAME	GHOST		
HP	56		
POW	8		
P.D.	10	M.D.	40
GIL	117	EXP	117
WEAK	FIRE, DIA		
RESIST	ICE, DEATH, CONFUSION, PARALYSIS		




NAME	GHOST		
HP	180		
POW	93		
P.D.	30	M.D.	85
GIL	990	EXP	990
WEAK	FIRE, DIA		
RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALYSIS		




NAME	GHOUL		
HP	48		
POW	8		
P.D.	6	M.D.	36
GIL	50	EXP	93
WEAK	FIRE, DIA		
RESIST	ICE, DEATH, CONFUSION, PARALYSIS		




NAME	GIGAS WORM		
HP	56		
POW	17		
P.D.	8	M.D.	40
GIL	15	EXP	63
WEAK	FIRE		
RESIST	-		




NAME	GNOMA		
HP	288		
POW	66		
P.D.	20	M.D.	130
GIL	768	EXP	1536
WEAK	FIRE		
RESIST	QUAKE, BOLT, ICE, DEATH, CONFUSION, PARALYSIS		




NAME	GOBLIN		
HP	8		
POW	4		
P.D.	4	M.D.	16
GIL	6	EXP	6
WEAK	-		
RESIST	-		




NAME	GOBLIN GUARD		
HP	16		
POW	8		
P.D.	6	M.D.	23
GIL	18	EXP	18
WEAK	-		
RESIST	-		



NAME	GOGGLER		
HP	10		
POW	4		
P.D.	0	M.D.	14
GIL	10	EXP	42
WEAK	BOLT		
RESIST	QUAKE, FIRE		



NAME	GRAY OOZE		
HP	76		
POW	30		
P.D.	7	M.D.	55
GIL	70	EXP	255
WEAK	BOLT		
RESIST	QUAKE, ICE, FIRE, DEATH, CONFUSION, PARALYSIS		



NAME	GREEN DRAGON		
HP	352		
POW	72		
P.D.	16	M.D.	200
GIL	5000	EXP	4068
WEAK	ICE		
RESIST	QUAKE		



NAME	GREEN SLIME		
HP	24		
POW	1		
P.D.	255	M.D.	36
GIL	20	EXP	84
WEAK	ICE, FIRE		
RESIST	QUAKE, BOLT, DEATH, CONFUSION, PARALYSIS		



NAME	GUARDIAN		
HP	200		
POW	25		
P.D.	40	M.D.	110
GIL	400	EXP	1224
WEAK	BOLT		
RESIST	DEATH, CONFUSION, PARALYSIS		



NAME	HELLHOUND		
HP	192		
POW	30		
P.D.	8	M.D.	103
GIL	600	EXP	1182
WEAK	ICE		
RESIST			



NAME	HILL GIGAS		
HP	240		
POW	38		
P.D.	12	M.D.	120
GIL	879	EXP	879
WEAK			
RESIST			



NAME	HORNED DEVIL		
HP	94		
POW	10		
P.D.	32	M.D.	127
GIL	387	EXP	387
WEAK			
RESIST	QUAKE, ICE, FIRE		



NAME	HYDRA		
HP	212		
POW	30		
P.D.	14	M.D.	116
GIL	150	EXP	915
WEAK			
RESIST			



NAME	HYENADON		
HP	120		
POW	22		
P.D.	4	M.D.	76
GIL	72	EXP	288
WEAK			
RESIST			



NAME	ICE GIGAS		
HP	336		
POW	60		
P.D.	16	M.D.	150
GIL	1752	EXP	1752
WEAK	FIRE		
RESIST	ICE		



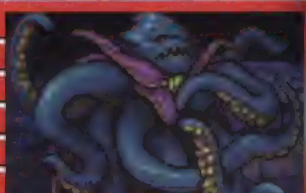
NAME	IRON GOLEM		
HP	304		
POW	93		
P.D.	100	M.D.	142
GIL	3000	EXP	6717
WEAK			
RESIST	QUAKE, ICE, FIRE, DEATH, CONFUSION, PARALYSIS		



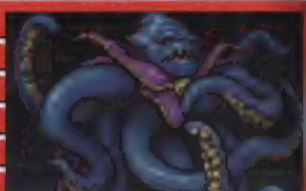
NAME	KING MUMMY		
HP	188		
POW	43		
P.D.	24	M.D.	95
GIL	1000	EXP	984
WEAK	FIRE, DIA		
RESIST	ICE, DEATH, CONFUSION, PARALYSIS		



NAME	KRAKEN		
HP	1600		
POW	50		
P.D.	60	M.D.	160
GIL	5000	EXP	4245
WEAK	BOLT		
RESIST	QUAKE, FIRE		



NAME	KRAKEN 2		
HP	1800		
POW	70		
P.D.	70	M.D.	200
GIL	1	EXP	2000
WEAK			
RESIST	QUAKE, FIRE		

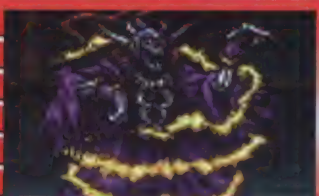
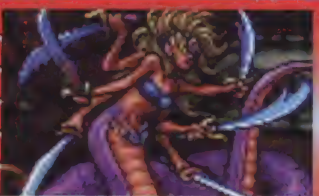
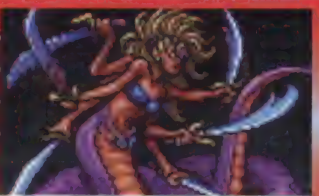


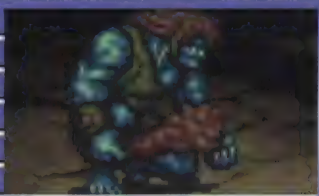
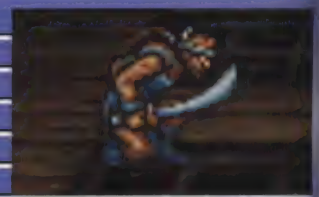
NAME	LAVA WORM		
HP	280		
POW	50		
P.D.	31	M.D.	143
GIL	400	EXP	1671
WEAK	ICE		
RESIST	QUAKE, FIRE		



BESTIARY



NAME LESSER TIGER**HP** 132**POW** 22**P.D.** 8 **M.D.** 85**GIL** 108 **EXP** 438**WEAK** -**RESIST** -**NAME** MEDUSA**HP** 68**POW** 20**P.D.** 10 **M.D.** 55**GIL** 699 **EXP** 699**WEAK** -**RESIST** -**NAME** LICH**HP** 800**POW** 40**P.D.** 40 **M.D.** 120**GIL** 3000 **EXP** 2200**WEAK** FIRE**RESIST** ICE, DEATH, CONFUSION, PARALYSIS**NAME** MINDFLAYER**HP** 112**POW** 1**P.D.** 12 **M.D.** 187**GIL** 999 **EXP** 822**WEAK** -**RESIST** -**NAME** LICH 2**HP** 1000**POW** 50**P.D.** 50 **M.D.** 140**GIL** 1 **EXP** 2000**WEAK** DIA**RESIST** ICE, DEATH, CONFUSION, PARALYSIS**NAME** MINOTAUR**HP** 164**POW** 22**P.D.** 4 **M.D.** 95**GIL** 489 **EXP** 489**WEAK** -**RESIST** -**NAME** LIZARD**HP** 92**POW** 18**P.D.** 12 **M.D.** 55**GIL** 50 **EXP** 153**WEAK** -**RESIST** -**NAME** MUMMY**HP** 80**POW** 30**P.D.** 20 **M.D.** 60**GIL** 300 **EXP** 300**WEAK** FIRE, DIA**RESIST** ICE, DEATH, CONFUSION, PARALYSIS**NAME** MANTICORE**HP** 164**POW** 22**P.D.** 8 **M.D.** 95**GIL** 650 **EXP** 1317**WEAK** -**RESIST** QUAKE**NAME** NECROTAUR**HP** 224**POW** 40**P.D.** 14 **M.D.** 116**GIL** 1050 **EXP** 1050**WEAK** FIRE, DIA**RESIST** ICE, DEATH, CONFUSION, PARALYSIS**NAME** MARILITH**HP** 1200**POW** 40**P.D.** 50 **M.D.** 183**GIL** 3000 **EXP** 2475**WEAK** PARALYSIS**RESIST** BOLT, ICE, FIRE**NAME** NEOCHU**HP** 344**POW** 35**P.D.** 32 **M.D.** 170**GIL** 500 **EXP** 3189**WEAK** -**RESIST** -**NAME** MARILITH 2**HP** 1400**POW** 60**P.D.** 60 **M.D.** 183**GIL** 1 **EXP** 2000**WEAK** -**RESIST** BOLT, ICE, FIRE**NAME** NIGHTMARE**HP** 200**POW** 30**P.D.** 24 **M.D.** 100**GIL** 700 **EXP** 1272**WEAK** ICE**RESIST** QUAKE, FIRE, DEATH, CONFUSION, PARALYSIS

NAME OCHRE JELLY**HP** 76**POW** 32**P.D.** 6 **M.D.** 55**GIL** 70 **EXP** 252**WEAK** ICE, FIRE**RESIST** QUAKE, BOLT, DEATH, CONFUSION, PARALYSIS**NAME** OCHU**HP** 208**POW** 20**P.D.** 24 **M.D.** 116**GIL** 102 **EXP** 1224**WEAK** BOLT**RESIST** QUAKE, FIRE**NAME** OGRE**HP** 100**POW** 18**P.D.** 10 **M.D.** 65**GIL** 195 **EXP** 195**WEAK** -**RESIST** -**NAME** OGRE CHIEFTAIN**HP** 132**POW** 23**P.D.** 14 **M.D.** 71**GIL** 300 **EXP** 282**WEAK** -**RESIST** -**NAME** OGRE MAGE**HP** 144**POW** 23**P.D.** 10 **M.D.** 80**GIL** 723 **EXP** 723**WEAK** -**RESIST** QUAKE**NAME** PIRANHA**HP** 92**POW** 22**P.D.** 0 **M.D.** 68**GIL** 20 **EXP** 240**WEAK** BOLT**RESIST** QUAKE, FIRE**NAME** PIRATE**HP** 6**POW** 8**P.D.** 0 **M.D.** 15**GIL** 40 **EXP** 40**WEAK** -**RESIST** -**NAME** PISCODEMON**HP** 84**POW** 30**P.D.** 16 **M.D.** 98**GIL** 300 **EXP** 276**WEAK** -**RESIST** ICE, FIRE, CONFUSION, PARALYSIS**NAME** PRIVATEER**HP** 50**POW** 14**P.D.** 6 **M.D.** 37**GIL** 120 **EXP** 60**WEAK** -**RESIST** QUAKE**NAME** PURPLE WORM**HP** 448**POW** 65**P.D.** 10 **M.D.** 200**GIL** 1000 **EXP** 4344**WEAK** -**RESIST** QUAKE**NAME** PYROLISK**HP** 44**POW** 20**P.D.** 4 **M.D.** 45**GIL** 500 **EXP** 423**WEAK** ICE**RESIST** QUAKE, FIRE**NAME** PYROS**HP** 276**POW** 50**P.D.** 20 **M.D.** 130**GIL** 800 **EXP** 1620**WEAK** ICE**RESIST** QUAKE, FIRE, DEATH, CONFUSION, PARALYSIS**NAME** RAKSHASA**HP** 110**POW** 20**P.D.** 30 **M.D.** 62**GIL** 800 **EXP** 603**WEAK** -**RESIST** QUAKE, BOLT, ICE, FIRE, DEATH, CONFUSION, PARALYSIS**NAME** RED DRAGON**HP** 248**POW** 75**P.D.** 30 **M.D.** 200**GIL** 4000 **EXP** 2904**WEAK** -**RESIST** QUAKE, FIRE

BESTIARY



NAME RED PIRANHA
 HP 172
 POW 37
 P.D. 20 M.D. 83
 GIL 46 EXP 546
 WEAK -
 RESIST -



NAME REMORA
 HP 320
 POW 73
 P.D. 24 M.D. 185
 GIL 1000 EXP 2244
 WEAK -
 RESIST ICE, FIRE



NAME RHYOS
 HP 350
 POW 40
 P.D. 18 M.D. 143
 GIL 5000 EXP 4584
 WEAK ICE
 RESIST QUAKE, FIRE



NAME SABRETOOTH
 HP 200
 POW 24
 P.D. 8 M.D. 106
 GIL 500 EXP 843
 WEAK -
 RESIST -



NAME SAHAGIN
 HP 28
 POW 10
 P.D. 4 M.D. 28
 GIL 30 EXP 30
 WEAK BOLT
 RESIST QUAKE, FIRE



NAME SAHAGIN CHIEF
 HP 64
 POW 15
 P.D. 8 M.D. 46
 GIL 105 EXP 105
 WEAK BOLT
 RESIST QUAKE, FIRE



NAME SAHAGIN PRINCE
 HP 204
 POW 24
 P.D. 20 M.D. 101
 GIL 882 EXP 822
 WEAK BOLT
 RESIST QUAKE, FIRE



NAME SAND WORM
 HP 200
 POW 46
 P.D. 14 M.D. 103
 GIL 900 EXP 2683
 WEAK -
 RESIST QUAKE



NAME SCORPION
 HP 84
 POW 22
 P.D. 10 M.D. 55
 GIL 70 EXP 225
 WEAK -
 RESIST -



NAME SEA SCORPION
 HP 148
 POW 35
 P.D. 18 M.D. 85
 GIL 300 EXP 639
 WEAK BOLT
 RESIST QUAKE, FIRE



NAME SEA SNAKE
 HP 224
 POW 35
 P.D. 12 M.D. 116
 GIL 600 EXP 957
 WEAK BOLT
 RESIST QUAKE, FIRE



NAME SEA TROLL
 HP 216
 POW 40
 P.D. 20 M.D. 110
 GIL 852 EXP 852
 WEAK BOLT
 RESIST QUAKE



NAME SHADOW
 HP 50
 POW 10
 P.D. 0 M.D. 37
 GIL 45 EXP 90
 WEAK FIRE, DIA
 RESIST QUAKE, ICE, DEATH, CONFUSION, PARALYSIS




NAME SHARK
 HP 120
 POW 22
 P.D. 0 M.D. 70
 GIL 66 EXP 267
 WEAK BOLT
 RESIST QUAKE, FIRE





NAME SKELETON**HP** 10**POW** 10**P.D.** 0 **M.D.** 17**GIL** 3 **EXP** 9**WEAK** FIRE, DIA**RESIST** ICE, DEATH, CONFUSION, PARALYSIS**NAME** SOLDIER**HP** 400**POW** 102**P.D.** 48 **M.D.** 160**GIL** 2000 **EXP** 4000**WEAK** BOLT**RESIST** QUAKE, ICE, FIRE, DEATH, CONFUSION, PARALYSIS**NAME** SPECTER**HP** 114**POW** 40**P.D.** 12 **M.D.** 67**GIL** 432 **EXP** 432**WEAK** FIRE, DIA**RESIST** QUAKE, ICE, DEATH, CONFUSION, PARALYSIS**NAME** SPHINX**HP** 228**POW** 23**P.D.** 12 **M.D.** 115**GIL** 1160 **EXP** 1160**WEAK** -**RESIST** QUAKE**NAME** SPIRIT NAGA**HP** 420**POW** 7**P.D.** 16 **M.D.** 143**GIL** 4000 **EXP** 3489**WEAK** -**RESIST** -**NAME** STONE GOLEM**HP** 200**POW** 70**P.D.** 16 **M.D.** 110**GIL** 1000 **EXP** 2385**WEAK** -**RESIST** QUAKE, BOLT, ICE, FIRE, DEATH, CONFUSION, PARALYSIS**NAME** TARANTULA**HP** 64**POW** 5**P.D.** 12 **M.D.** 46**GIL** 50 **EXP** 141**WEAK** -**RESIST** -**NAME** TIAMAT**HP** 2000**POW** 49**P.D.** 80 **M.D.** 200**GIL** 6000 **EXP** 5496**WEAK** STONE**RESIST** QUAKE, BOLT, ICE, FIRE**NAME** TIAMAT 2**HP** 2200**POW** 75**P.D.** 90 **M.D.** 200**GIL** 1 **EXP** 2000**WEAK** -**RESIST** QUAKE, BOLT, ICE, FIRE**NAME** TROLL**HP** 184**POW** 24**P.D.** 12 **M.D.** 100**GIL** 621 **EXP** 621**WEAK** FIRE**RESIST** -**NAME** TYRANNOSAUR**HP** 600**POW** 115**P.D.** 10 **M.D.** 200**GIL** 600 **EXP** 7200**WEAK** -**RESIST** -**NAME** VAMPIRE**HP** 156**POW** 76**P.D.** 24 **M.D.** 75**GIL** 2000 **EXP** 1200**WEAK** FIRE, DIA**RESIST** QUAKE, ICE, DEATH, CONFUSION, PARALYSIS**NAME** VAMPIRE LORD**HP** 300**POW** 90**P.D.** 28 **M.D.** 84**GIL** 3000 **EXP** 2385**WEAK** FIRE, DIA**RESIST** QUAKE, ICE, DEATH, CONFUSION, PARALYSIS**NAME** WARG WOLF**HP** 72**POW** 14**P.D.** 0 **M.D.** 46**GIL** 22 **EXP** 93**WEAK** -**RESIST** -


BESTIARY





NAME	WARMECH	
HP	2000	
POW	128	
P.D.	80	M.D. 200
GIL	32,000	EXP 32,000
WEAK	-	
RESIST	QUAKE, BOLT, ICE, FIRE, DEATH, CONFUSION, PARALYSIS	


NAME	WATER NAGA	
HP	356	
POW	9	
P.D.	8	M.D. 116
GIL	2355	EXP 2355
WEAK	BOLT	
RESIST	QUAKE, FIRE	


NAME	WERETIGER	
HP	160	
POW	30	
P.D.	16	M.D. 93
GIL	780	EXP 780
WEAK	-	
RESIST	-	


NAME	WEREWOLF	
HP	68	
POW	14	
P.D.	6	M.D. 45
GIL	67	EXP 135
WEAK	-	
RESIST	-	


NAME	WHITE CROC	
HP	288	
POW	56	
P.D.	20	M.D. 143
GIL	2000	EXP 1890
WEAK	BOLT	
RESIST	QUAKE, FIRE	


NAME	WHITE DRAGON	
HP	200	
POW	53	
P.D.	8	M.D. 196
GIL	2000	EXP 1701
WEAK	BOLT, FIRE	
RESIST	QUAKE, ICE	

NAME	WHITE SHARK	
HP	344	
POW	50	
P.D.	8	M.D. 170
GIL	600	EXP 2361
WEAK	BOLT	
RESIST	QUAKE, FIRE	


NAME	WIGHT	
HP	52	
POW	20	
P.D.	12	M.D. 45
GIL	150	EXP 150
WEAK	FIRE, DIA	
RESIST	ICE, DEATH, CONFUSION, PARALYSIS	


NAME	WINTER WOLF	
HP	92	
POW	25	
P.D.	0	M.D. 55
GIL	200	EXP 402
WEAK	FIRE	
RESIST	ICE	

NAME	WOLF	
HP	20	
POW	8	
P.D.	0	M.D. 28
GIL	6	EXP 24
WEAK	-	
RESIST	-	

NAME	WRAITH	
HP	86	
POW	22	
P.D.	4	M.D. 52
GIL	231	EXP 231
WEAK	FIRE, DIA	
RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALYSIS	

NAME	WYRM	
HP	260	
POW	40	
P.D.	22	M.D. 131
GIL	502	EXP 1218
WEAK	-	
RESIST	QUAKE	

NAME	WYVERN	
HP	212	
POW	30	
P.D.	12	M.D. 115
GIL	50	EXP 1173
WEAK	-	
RESIST	QUAKE	

NAME	ZOMBIE	
HP	20	
POW	10	
P.D.	0	M.D. 25
GIL	12	EXP 25
WEAK	FIRE, DIA	
RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALYSIS	

SKELETON - ZOMBIE



GAME BASICS

Understanding the game basics for *Final Fantasy II* can be a bit trickier than it seems on the surface. Unlike nearly every other RPG available, this game contains an "experience" system based not on levels and experience points, but instead on a delicate balancing act of exercising certain strengths and attributes to increase them, while other stats may atrophy from misuse. There is no set series of levels and advancement to predict how each character develops, not even a class or job system to determine their strengths or weaknesses.

There are other changes from the expected as well, such as the Word Memory System, which add even more flavor to the game and even more aspects to master. Learn the basics of the game well and you'll go far. Fail to figure out the differences and the nuances and you're going to have bumpy ride.

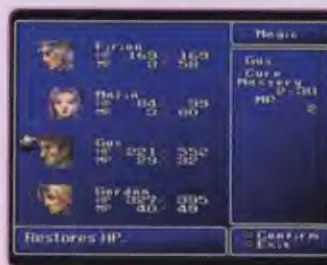
UNIQUE SYSTEMS

Before getting into the details like the controls for the game or the menu commands, it's good to have a grasp of some of the more unique features of the game. This provides a basic idea of just what some of the commands will do for you in later sections.

Gaining Proficiency

While many RPGs use some form of level system, using experience points or something similar, *Final Fantasy II* uses no such system. Instead, characters' skills and attributes increase based solely on their use.

Each skill has a level, and a number of mastery points gained. Number of attacks, accuracy with the weapon, power of spells and the like are linked to the skill level. The higher the skill gets the better your characters are. The mastery points are listed after the skill level, and go from 0 to 100. When the points reach 100, the skill level increases by one. Weapon and shield skills increase at a rate based on your fighting style and which items you wield in your primary and secondary hands, with the equipment used in the primary hand increasing at a higher rate. Magic spells also use this system to increase their level, and increase at a rate of 2 points each time the spell is cast.



Skill at casting a spell can be seen raising when you select a non-combat spell to cast...



...then cast it on a party member raising the mastery points by two.

WHEN COMBAT ENDS

Sometimes combat may be over before every character has a chance to execute their selected action for the round. These actions still have some effect on stat and skill improvement, despite not having actually occurred. So don't be too careless in selecting actions for your slower characters just because you don't expect them to get the chance to act before combat ends.

Your characters' attributes also increase in much the same way, although in this case there are no visible mastery points listed for each, and the link between the actions taken and stats raised isn't quite as clear. The links are as follows:

ATTRIBUTE	ACTION IN COMBAT
STRENGTH	ATTACKING PHYSICALLY
ENDURANCE	LOSING HP BY TAKING DAMAGE IN COMBAT
SPIRIT	USING WHITE MAGIC
INTELLIGENCE	USING BLACK MAGIC
MAGIC	CASTING SPELLS IN COMBAT
ACCURACY	ATTACKING WITH WEAPONS
EVASION	BEING A TARGET OF PHYSICAL ATTACKS
AGILITY	BEING A TARGET OF PHYSICAL ATTACKS
MAGIC DEFENSE	BEING A TARGET OF SPELLS AND SPECIAL ABILITIES

One final twist to this system is that as one attribute increases, another may decrease. The stats linked in this way are:

INCREASED STAT	DECREASED STAT
STRENGTH	INTELLIGENCE
INTELLIGENCE	ENDURANCE
SPIRIT	STRENGTH

GAME BASICS



This means that if you have a strict fighter, using physical attacks only in battle, their intelligence decreases over time and makes it much more difficult to decide to use that character to cast black magic. It is harder under this system to have a well-balanced character that can do a bit of everything, and if a character neglects one ability for too long it can decrease. It is better in most cases to have a character concentrate on one or two roles or "jobs" so to speak, rather than try to do a bit of everything.

QUICK STAT GROWTH

Note that stat growth just takes into account what happens to the character during combat—not who does it to them. If you need to toughen your characters up quickly, spend some time directing attacks and spells toward your own party members, stringing out combat and making sure that everyone takes damage and gets the chance to practice their skills. If you do this, just be careful not to let everyone get knocked out at once, either by their party members or with the enemy's help!



Word Memory System

The Word Memory System is not difficult to use or to master, but it should be kept in mind at all times as advancing through the game from one task to the next is impossible without it.

In the Word Memory System, speaking to certain key characters or inspecting a few special objects opens a menu to allow further interaction. The menu choices available are Memorize, Ask, and Items. Select one of these options and an item from the submenu to continue the interaction and perhaps gain a bit more insight or a new item.

When the character speaks, either after you first greet them or after the use of other keywords, sometimes one or two key words or phrases is highlighted in red. This red text is a Keyword, and you should select Memorize from the Word Memory System menu, then select the keyword, which lets you add that word or phrase to your list of keywords for further use.



The Ask option of the menu brings up a list of previously memorized keywords. Select one by scrolling up and down and pressing \times . This will ask the character for more information about the keyword. Sometimes you get a "?" meaning that this character has no further information about that keyword at this time. At other times, you might get a bit more story about that topic, or directions to your next destination. Sometimes you even get a new keyword to memorize through this method.

The Items option brings up a list, this time of the items in your inventory. This is where you can use the various Event Items that you have collected. This option works in the same way that Ask does.

Always try out your various keywords and Event Items on any character you meet that triggers the Word Memory System. This is how you figure out the next step in your journey, and how you gain valuable assistance in its many forms.

INTO THE GAME

Once you have some of the general features of the game under your belt, it's easier to get into the game itself. Now you can learn the various controls and menus and really understand what they can do for you.



THE CONTROLS

directional buttons Move the character on the field screen / move the cursor in various menu screens.



Select an option / inspect an item / open a chest / talk to a person.



Cancel an option / hold down while moving to accelerate (if applicable).



Open the Main menu / view the status and any ailments of the current character during combat action selection.



Open the Main menu directly to the Magic option.

L1

Open the Items menu.

L2

Open the Main menu directly to the Equipment option.

R1

Open the Status screen.

R2

Open the Main menu directly to the Formation option.

START button

Open the Main menu / confirm name selections at the opening of the game.



+ SELECT button Display the world map (not available at beginning of game).

THE MAIN MENU

Pressing or the START button while not currently engaged in battle brings up the Main menu.

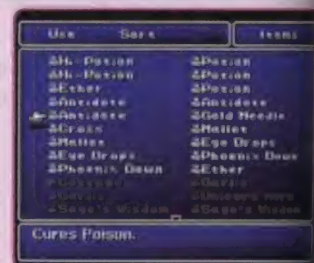
The Main menu screen consists of nine different options. It also provides a quick overview of all characters' current status, location, and progress through the game.



ITEMS

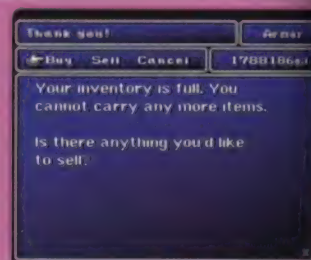
Use this menu to manage the items in your inventory. Your party can carry up to 63 items total, plus any items currently equipped by your characters. Beyond this total you must discard items from your inventory to obtain a new item from an enemy or to open a chest. There are two options available from the Items submenu: Use and Sort.

Use is the default selection in the Items screen, and allows you to use an item on a character, or switch places within the inventory screen. Select an item and scroll down to the Discard option at the bottom of the listing (press R2 to go directly to Discard from any spot on the list) to discard any item from your inventory.



CLUTTERED INVENTORY?

Although 63 items may seem like a lot at the beginning of your journey, the inventory fills up quickly as you continue through the game. Sell off excess items after each dungeon or step through your quest. Doing so provides more room for anything nice found in the next adventure. Otherwise you may end up discarding items that otherwise would give you valuable Gil, just to make room.



Activating a piece of equipment in this way opens a display to show which characters would have an increase in attack or defense if equipped with the item—shown by a green up-arrow—, a decrease in those abilities—shown by a red down-arrow— or a duplicate of the item equipped—displayed with a white equal sign.

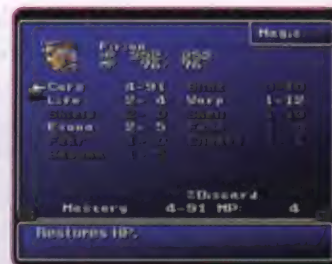
The Sort option of the Items screen quickly and easily sorts your items based on type. You can change the order that the items are sorted in via the Config option from the Main menu.

GAME BASICS



MAGIC

After selecting Magic from the main menu, select a character to open the character's Magic display. Use this screen to manage and cast available spells. The information is displayed in a double-column listing of spells along with their levels and mastery points. Details on the selected spell appear at the bottom of the screen. Any spells available for immediate casting are displayed in white, while currently unavailable spells are shown in gray. Press R1 or L1 from this screen to switch between party members.



Each character can learn up to 16 spells total. If you wish for a character to learn a spell and he or she already has the 16 maximum spells, select one of the spells on the character's list, then scroll down to the Discard option at the bottom right of the screen.

STARTING OVER

Once you discard a spell, if that character learns the spell again it will be from level 1. No matter how high in proficiency a spell may be, once it is removed from the character's list, the character must start over from scratch.

Rearranging spells is done in the same way that items can be manually rearranged in the Items menu. This is helpful when you find yourself casting certain spells more than others in combat and wish to place the often-used spells at the top of the list.

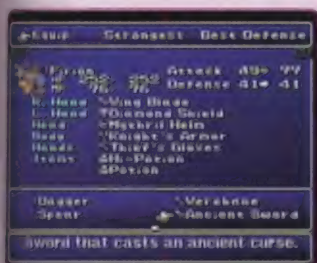
If you choose to use a spell, select a target, or press up on the directional pad once if the cursor is at the top of the screen (or down once if the cursor is at the bottom) to select entire party. If you cast the spell on the entire party at once, the effects are diminished for each character rather than being cast at its maximum effect.



While the Magic screen allows you to manage and cast your existing spells, in order to learn a new spell you must select and use a scroll in the Items menu.

EQUIPMENT

The Equipment option allows you to manage the equipped items for each character in your party. Select Equipment from the main menu, then select a character in your party. This brings up the equipment screen for the character and spaces at the bottom of the screen to display alternate equipment and information on a highlighted piece of equipment. Press R1 or L1 on the equipment screen to switch between characters.



To manage the character's equipment by hand, select Equip from the Equipment screen options. Select a part of the body to bring up a list of items in your inventory that can be equipped into the slot. Highlighting each piece of equipment displays any change it would make to the Attack Value or Defense Value—a green arrow shows that a stat would increase, red means that it would decrease—and also displays a quick description of the item at the bottom of the screen. The available slots are as follows:

- Right Hand** Usually a character's primary hand (check the Status screen for details). Can equip a weapon or shield.
- Left Hand** Usually a character's secondary hand (check the Status screen for details). Can equip a weapon or shield.
- Head** Equip a hat or helm for defense and other effects.
- Body** Equip armor for defense and other effects.
- Hands** This is the slot for items such as gloves or gauntlets, for defense and other effects.
- Items** Equip up to two useable items such as healing items. Select the equipment option while in combat to use them. You can also put equipment into these slots in order to be able to switch it with a currently equipped item during combat.

There are two other options available at the top of the Equipment screen: Strongest and Best Defense. Selecting one of these options equips the selected character automatically from your inventory. Strongest selects the best equipment based on attack power, while Best Defense selects the items that offer the most protection for the character. While this is a quick option, you are better off equipping your characters manually, as this allows you to take into account things like elemental attacks or items that protect you from certain attacks, or to equip weapons that you want use to increase your characters' skills.

STATUS

After selecting a character from your party, you are taken to that character's Status screen. This screen doesn't allow for any equipment or magic management, but is the only screen that shows all of that character's ability scores.

HP	Presents the characters' current physical status.	Magic Defense	Much like Defense, this statistic lets the character take less damage from a foe's magical attack. It also helps the character resist negative status effects.
MP	The energy that a character has available to power spells. As magic is used, the current MP value decreases.	Strength	Strength helps to determine the power of each physical attack. It also helps to determine your success at guarding with a shield.
Attack	This is the general strength of each attack, derived from Strength and your currently equipped weapon's values. The actual damage received by the enemy may vary greatly based on how many hits strike the foe during an attack.	Endurance	This attribute helps the character resist negative status effects. In addition, as Endurance increases, the character's rate of HP growth increases.
Accuracy	Accuracy is represented by two numbers. The first is equal to the character's skill with the weapon in their primary hand. The higher this value is, the more strikes you may get each time you attack. The second number is a percentage, and represents the likelihood of connecting with each attack.	Spirit	Spirit helps to determine the effects of White Magic. These effects include success rate and the amount of HP damage or recovery.
Defense	The higher this number is, the less damage the character takes per enemy attack.	Agility	A higher Agility helps the character to act faster in the course of combat. Agility also affects Evasion, and allows you a better chance at receiving a Preemptive Attack.
Evasion	The first number in the Evasion field represents the number of attacks that you may guard against per round. The percentage represents general evasion ability.	Intelligence	This helps to determine the effects of Black Magic. The effects include success rate and the amount of damage given.
		Magic	This attribute helps the character avoid magic in combat. It also affects the rate at which a character gains MP.

Along the right side of the screen is a listing of the various weapon and shield skills displayed as icons, along with their current level and mastery points. From top to bottom they are: Unarmed, Knives, Swords, Staves/Maces, Axes, Spears, Bows, and Shields. These skill levels help to determine how many strikes a character can make with a weapon during each round of attack. The more strikes there are, the more damage the enemy receives in total.

FORMATION

The Formation option allows you to toggle each character in your party between Front and Rear formation. This also moves the character portrait to the left or right as a quick way to view your formation.

Being in the front row allows a character to attack with any weapon as normal. It also allows the front two rows of enemies to attack the character as normal. Moving a character to the rear protects him or her from normal enemy attacks, but such a character can only physically attack using a bow, with all other attacks missing automatically. Casting magic can be done from any position, and formation cannot protect you from an enemy's spells or special attacks.


KEYWORDS

Selecting Keywords from the main menu brings up a display of the Keywords learned thus far using the Word Memory System. Scrolling through the list provides more information on each keyword.



CONFIG

Select the Config option to view and alter the various game settings for *Final Fantasy II*. Not all of these options may be available, depending on how far you are into the game, or if you are playing under Easy or Normal mode after having beat the game once.

Auto Target	If On, a character who has targeted an enemy automatically targets a new foe if the current target disappears before their turn. In the Off setting, in such a situation the character's turn is lost.
Map	This toggles the World Map display between a globe and flat map format.
Dash	If this option is turned on, hold  while moving to accelerate. This is only effective in towns and dungeons.
Cursor	With the Default option, the cursor returns to the default position each time you open a menu screen. With the Memory option activated, the cursor starts out where it was last placed the last time the menu was open.

Sound Output	Change the sound between Stereo and Monaural.
Controller	Customize the buttons on the controller.
Text Speed	Change the speed of the text display. The lower numbers are faster.
Item Sorting	Customize the order of items when you sort them in the Items menu.
Vibration	Toggle the vibration function of the controller on or off.
Window Color	Customize the window display's color.
Collections	Select to view the collections of Final Fantasy II.

MEMO FILE

The Memo File is a quick-save option. Select this option and choose Yes to save your current information to the Memo File. This saves your information, but the data is erased whenever you turn off your console. This is the only save option available within a dungeon, so use it often while exploring these dangerous areas.

If you have a Memo File currently saved, when you die or use a soft reset to return to the opening game screen there is a Memo File option displayed along with the normal New Game and Load Game options. Use this third option to load the memo file.



IN A LONG DUNGEON

If you are getting nervous about saving your progress during a long dungeon there is one trick that you can use, although it's not perfect. Save your current location in the Memo File, the cast Warp to leave the dungeon (if the dungeon permits use of the spell). Once outside, save your progress to a normal save file, then press R1, R2, L1, L2, Select and Start all at once to cause a soft reset. After the soft reset, load the memo file to return to your previous spot in the dungeon.

This is not perfect as the permanent save file does not return you to your current location in the dungeon. It allows you to save your characters' improvements and any items that you've looted from chests, making any return trips shorter and safer, if for some reason your power cuts off or some other mishap shuts off your console.

SAVE

This is the option used to save your game to one of the slots in a PlayStation memory card. This option is not available within a town or dungeon, so use both your Save slots and your Memo File wisely!

TERRAIN AND TRAVEL



Grassland



Forest



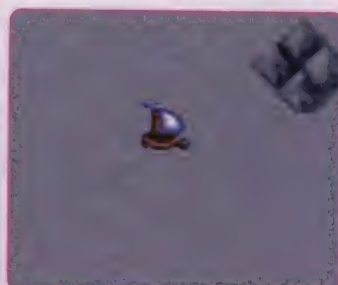
Desert



Stone



Mountains



Deep Snow



Shallow Water



Deep Water

MODES OF TRANSPORTATION

Walking - The party may walk over Grassland, Forest, Desert and Stone areas.

Chocobo - Chocobos can travel on the same areas as the party can walk, but no random encounters occur while the party rides a chocobo.

Ship - The Ship is used to travel on deep water, but is limited to docking at a harbor, until the party gains the use of the Canoe. With the Canoe, the Ship may dock at rivers.

Canoe - The Canoe is used to cross the shallow water of rivers and lakes.

Airship - The Airship flies over every type of terrain, but only lands on grasslands.

Snowcraft - The snowcraft is used to cross Deep Snow.

KEEP ON WALKING

Without the right vehicle to navigate directly over some types of terrain, you can only go around them using bridges, mountain passes and the like.

THE BASICS OF BATTLE

The general combat system in *Final Fantasy II* is similar to that found in many turn-based RPGs, and should be familiar to experienced players. There are a few differences that add a twist to the experience, such as gaining proficiency in skills, magic and stats.

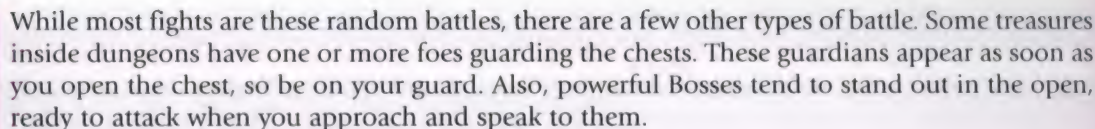
In the vast stretches of the world map or down a dungeon you are vulnerable to random encounters.



You will soon learn to recognize this swirling effect as the start of battle.

GAME BASICS





Fights open in one of three ways. Once in a while, the enemy manages to get the drop on your characters. This is a surprise attack, marked by the words "Enemy strikes first", and it means that each foe has a chance to act first. At other times, you may manage to get the drop on your enemies in turn in a called a preemptive strike. You get an entire round to act before any enemy may act.

In normal fights, neither side gains an advantage and you are prompted to select your characters' actions from the combat menu at the beginning of each round. After selecting all of the actions, your party members and the enemies on the field repeat these turns until one side or the other is eliminated, or flees the battle.

During each round of a fight, you must make selections from the combat menu. There are four options in the menu: **Attack**, **Magic**, **Equip**, or **Flee**.

The active character attacks the selected target with the weapon or weapons equipped in his or her hands. Be careful! You could move the cursor too far to the left or right and end up targeting your own party members instead of an enemy! Any character can choose to attack, but those in the rear formation automatically miss their target unless they are wielding a bow. Similarly, your physical attacks, bow attacks included, can only target the enemies in the first two ranks.

If your characters are up against, for example, eight enemies in four rows, only their first two rows can attack and be attacked using normal weapons. If your party is only strong enough to take out two of the enemy, focus attacks on the second row. Wiping this second row out in the first round means that in the second round, only the first row can attack you, since the third row does not “move up” into attack range until the first row has been eliminated. Of course, magic and some special attacks ignore such considerations, so keep this in mind when you plan your attack.

One last thing to keep in mind is that some of your characters may be wielding two weapons at once, one in each hand. In this case, they get the normal attack with each weapon, although they have a stronger and better attack with the weapon in their primary hand. The tradeoff here comes with a much lower defensive ability.

MAGIC

Select Magic from the combat menu, then scroll through the list of spells and select the spell. Beneficial spells automatically target your party, while harmful spells automatically target your enemies.



You have the option to affect an entire party at once by pressing right while one party member is highlighted, or by pressing left when an enemy in the rear row is highlighted. Likewise, select the entire enemy party by pressing up when your cursor is highlighting one of the enemies at the top of the screen, or down when the cursor is on a bottom enemy.



Casting a magical spell at an entire group is useful at times, but it dilutes the magic spell's effectiveness. Spells that may hit or miss have less chance of affecting each character, while spells that heal or cause damage only have an effect for a fraction of their normal total. If you target an entire group at the start of a turn and only one enemy remains when the spell is cast, it reverts to doing the full amount of damage, even though the spell effect looks like a multi-targeted spell.

EQUIP

You may only use items that have been previously put into an equipment slot. Some rare weapons allow you to invoke an effect from them for use in combat. If there is a healing item or other combat-effect item within one of the two Item slots, select it here and choose a target, allowing the character to use the item during their turn.

If there is a piece of equipment or an empty slot in one of the Item slots, you can switch your character's current weapon or shield with the weapon or shield (or empty slot for unarmed combat) in the Item slot. This does not take up the character's turn, and still allows another action.



FLEE

If any character who tries to Flee during battle succeeds, the entire party gets away. Use this sparingly. If the enemy is too high in rank compared to your party, or if it is a special fight, your party may fail every attempt to flee.

THE BEST DEFENSE?

As you may have noticed, there is no "Defend" option in *Final Fantasy II*. Each character must take one of the four above options each turn in battle. This can make it a bit hard for a magic-casting character, as they have a choice of either attacking or casting spells as often as possible which quickly drains MP. Carrying a lot of Ether later in the game may help, as may the Black Magic spell, Osmose. In the early and middle stages of the game, work to achieve a delicate balance between physical and magical attacks. If a dungeon allows the use of the Warp spell, you can use it to leave the dungeon and trek back to an inn to rest and recover MP.

STATUS EFFECTS

During the course of the battle any character or enemy may end with a Status Effect. Some Status Effects are temporary, where they may disappear after any combat round or with the successful use of Basuna, and they always disappear at the end of combat. Other Status Effects are permanent, and remain until removed with the relevant item or through use of Esuna.

GAME BASICS



TEMPORARY STATUS EFFECTS

NAME	EFFECT	CURE
VENOM	THE CHARACTER IS POISONED AND LOSES HP EACH ROUND.	BASUNA LEVEL 1 OR HIGHER.
SLEEP	THE CHARACTER IS ASLEEP, AND CANNOT ACT UNTIL THEY ARE AWAKENED.	BASUNA LEVEL 2 OR HIGHER.
MUTE	THE CHARACTER IS SILENCED AND CANNOT CAST MAGIC.	BASUNA LEVEL 3 OR HIGHER.
MINI	THE CHARACTER IS SHRUNKEN AND LOSES ACCURACY.	CASTING MINI AGAIN, OR BASUNA LEVEL 4 OR HIGHER.
PARALYSIS	THE CHARACTER IS PARALYZED AND CANNOT ACT.	BASUNA LEVEL 5 OR HIGHER.
MUDDLE	THE CHARACTER IS CONFUSED AND ATTACKS THEIR OWN PARTY.	BASUNA LEVEL 6 OR HIGHER.

PERMANENT STATUS EFFECTS

NAME	EFFECT	CURE
POISON	THE CHARACTER IS POISONED AND LOSES HP EACH ROUND. AFTER BATTLE, THEY TAKE DAMAGE AS THE PARTY MOVES AROUND.	ANTIDOTE, OR ESUNA LEVEL 1 OR HIGHER.
DARKNESS	THE CHARACTER IS BLINDED AND LOSES ACCURACY.	EYE DROPS, OR ESUNA LEVEL 1 OR HIGHER.
CURSE	THE SUCCESS RATE OF ANY OF THE CHARACTER'S ACTIONS IN BATTLE IS DECREASED.	CROSS, OR ESUNA LEVEL 2 OR HIGHER.
AMNESIA	THE CHARACTER CANNOT CAST MAGIC.	MALLET, OR ESUNA LEVEL 3 OR HIGHER.
TOAD	THE CHARACTER CANNOT CAST MAGIC AND LOSES ACCURACY.	MAIDEN'S KISS, OR ESUNA LEVEL 4 OR HIGHER.
STONE	THE CHARACTER IS PETRIFIED AND CANNOT ACT.	GOLD NEEDLE, OR ESUNA LEVEL 5 OR HIGHER.
KO	THE CHARACTER HAS LOST ALL HP AND CAN DO NOTHING UNTIL REVIVED.	PHOENIX DOWN, LIFE AT ANY LEVEL, OR REVIVAL AT A TOWN'S SANCTUARY.

RECOVERY ITEMS OR ESUNA?

In cases where your character is under the effects of a permanent status ailment, Esuna is a good choice for removing it as it exercises a character's White Magic abilities and can be cast on an entire party at once. Unfortunately some of the worst status effects can only be removed by a higher level of Esuna magic or by a specific item. For this reason it's a good idea to keep items such as Mallet or Gold Needle in your inventory until you can either easily afford them or until at least one character has Esuna at a high level. Keep a close eye on the abilities of monsters in any given area, and carry extra recovery items for any specific ailments that you are likely to end up with while there. Even after a character gets up to the higher levels of Esuna, keep at least one Mallet, one Maiden's Kiss and one Gold Needle handy. If your spellcaster comes under the effect of Amnesia, Toad, or Stone, they won't be able to recover with a spell after battle.

In addition to the previous negative status effects, there are also positive effects for characters and enemies alike. Berserk increases the power of an affected character's attacks, while Shell diminishes the effects of an enemy's magic. These positive effects are not indicated by a symbol over the character's head. Instead, they show their influence in other ways. Most of these augmentive effects enclose the character in a pulsating aura of color, while Blink causes blurry after-images to appear behind the character. As many of the colors for various effects are similar or the same, keep track of what you have cast in battle, and what is affecting the various characters at a given moment.



STATUS WEAPONS

While many Status Effects are the results of spells, some are side effects of certain attacks. Some monsters have the ability to inflict a status along with their physical attack, and some of the weapons found during the adventure do the same.

If a weapon has the chance to inflict a Status Effect, this chance comes into play after any successful strike with the weapon. Even if an attack does zero damage, it can still inflict the status ailment on the enemy. If the attack completely misses however, the status effect cannot be inflicted.

AFTERMATH

After each successful battle, any character's abilities improved during combat appear on-screen, followed by the Gil collected. Afterward, if enemies drop any items, you are taken to the screen to collect them. Keep in mind that any character that is unconscious or turned to stone at the end of the battle cannot gain abilities in this way, so try to revive or restore anyone that you possibly can before the final blow.



FIRION

Firion, orphaned at a young age, was adopted by the parents of Maria and Leon. He grew up with the siblings and now considers them his own family.

STARTING STATS

HP	MP	PRIMARY HAND					
30	5	RIGHT-HANDED					
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
10	1-70%	2	1-14%	1-22%			
STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
10	10	10	10	10	5		
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS
1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0

Starting Equipment

Right Hand—Broadsword Left Hand—Buckler

Body—Leather Armor



MARIA

Maria is Leon's sister, and when he goes missing she is determined to track him down no matter how long it may take.

STARTING STATS

HP	MP	PRIMARY HAND					
20	5	RIGHT-HANDED					
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
3	1-55%	1	1-10%	1-20%			
STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
5	5	10	15	15	5		
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS
1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0

Starting Equipment

Right Hand—Broadsword Left Hand—Buckler

Body—Leather Armor



Gus

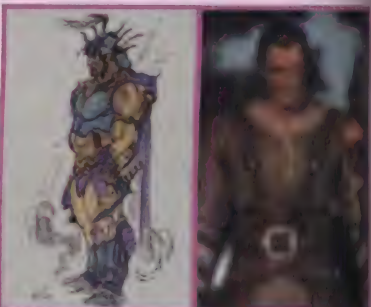
A childhood friend of Firion, Leon, and Maria, Gus tends to use his muscles over his mind. He is strong, and tough, but not very bright. He is still good-hearted and has hidden skills beneath his slow exterior.

STARTING STATS

HP	MP	PRIMARY HAND					
40	5	RIGHT-HANDED					
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
17	1-70%	2	1-1%	1-25%			
STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
15	15	10	5	10	5		
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS
1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0

Starting Equipment:

Right Hand—Axe Body—Leather Armor



LEON

Although Leon began the flight from Fynn alongside Firion, Gus, and his sister Maria, his journey quickly leads him down a completely separate path. Who knows where Leon has gone after their separation?

STARTING STATS

HP	MP	PRIMARY HAND					
1098	5	LEFT-HANDED					
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
158	9-99%	85	3-0%	3-69%			
STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
53	46	16	45	36	32		
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS
2-86	5-88	8-40	6-52	9-71	7-38	4-37	3-96

Starting Equipment:

Right Hand—Flame Sword Left Hand—Venom Axe
Body—Diamond Mail Hands—Diamond Gloves

Head—Diamond Helm



CHARACTERS



JOSEF

Josef lives in the town of Salamand and knows the area and its dangers well. He is willing to fight against the Empire both for his own sake and that of his daughter.

STARTING STATS

HP	MP	PRIMARY HAND					
235	5	RIGHT-HANDED					
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
28	2-99%	4	2-13%	2-32%			
STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
24	24	10	24	10	10		
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS
2-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0

Starting Equipment: Head—Leather Cap Body—Leather Armor Hands—Leather Gloves Items—Garlic Potion



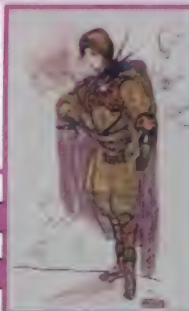
GORDON

A Prince of Kas'ion, Gordon was helping the rebellion when the Empire attacked Fynn. He fled while his brother stood his ground, and he cannot forgive himself of his own weakness. In the long fight to come however, even someone who has failed once may be able to find his courage.

STARTING STATS

HP	MP	PRIMARY HAND					
64	5	RIGHT-HANDED					
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
16	1-77%	8	1-12%	1-37%			
STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
22	22	22	22	22	22		
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS
1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0

Starting Equipment: Right Hand—Spear Left Hand—Bronze Shield Body—Bronze Mail Hands—Bronze Gloves Items—Potion



LEILA

An adventurous and untamed spirit, Leila runs across the party when she is attempting to separate them from their possessions on the high seas! Even so, she quickly proves to be a worthy ally in the group's fight, willing to follow wherever their paths may lead her.

STARTING STATS

HP	MP	PRIMARY HAND					
150	20	LEFT-HANDED					
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
26	2-68%	21	2-35%	2-44%			
STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
18	18	10	36	16	10		
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS
1-0	2-53	2-0	1-0	1-0	1-0	2-10	1-0

Starting Equipment: Right Hand—Dagger Left Hand—Long Sword Head—Gold Hairpin Body—Silver Plate Items—Longbow

Starting Spells: Bolt 2



GARETH

This Dragoon vanished while searching for the powerful Ultima Scroll. At your party's side, perhaps he can finally leave his mark as the last of a dying breed.

STARTING STATS

HP	MP	PRIMARY HAND					
549	5	RIGHT-HANDED					
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
57	8-99%	43	2-21%	2-48%			
STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
60	32	26	26	16	5		
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS
1-0	1-0	8-38	1-0	1-0	1-0	1-0	5-67

Starting Equipment: Right Hand—Wing Blade Left Hand—Gold Shield Body—Titan's Helm Body—Knight's Armor



MINDU

Mindu assists and advises Princess Hilda, helping to keep the rebellion together. He is willing to do whatever it takes to stop the Empire's plans from coming to fruition.

STARTING STATS

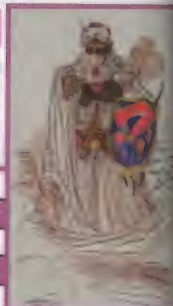
HP	MP	PRIMARY HAND					
175	103	RIGHT-HANDED					
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
9	1-80%	5	1-17%	2-50%			
STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
10	20	48	20	16	40		
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS
1-0	1-0	1-0	1-0	1-0	1-0	1-0	1-0

Starting Equipment: Right Hand—Staff
Starting Spells: Cure 7
Shield 5
Fog 6

Body—Copper Plate
Life 7
Shell 6
Swap 3

Items—Magiconch
Basuna 6
Wall 5
Fear 3

Ether
Esuna 3
Dispel 3
Warp 1
Barrier 7
Silence 4
Blink 5
Faze 4



OTHER CHARACTERS

THE EMPEROR

While you learn little of the Emperor as a man, his mark upon the world is all too clear. Because of him, monsters roam the lands, and foul soldiers conquer new lands to add to the ever-hungry Emperor's realm. It is your quest to aid the rebellion in overthrowing this tyrant, and putting an end to his demonic summonings while freeing the land from his rule.

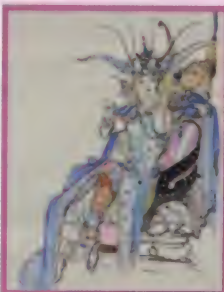


THE DARK KNIGHT

Another mysterious figure, this is the Emperor's second-in-command. As he takes a more active role in the conquest, your party clashes with him from time to time. While he may not be the focus of the party's attention most of the time, his future and past may be more intertwined with that of the main characters than they realize.

PRINCESS HILDA

When her father was struck by an arrow during the flight from Fynn, Hilda took over the reins of the rebellion against the Empire. Although she is young, her leadership abilities are great, and she is determined to lead the rebels to victory.

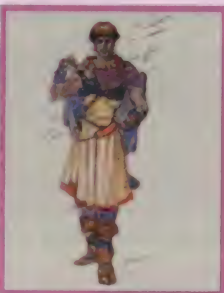


THE KING OF FYNN

While he is still ruler of Fynn and the rebellion in name, the King was injured on the flight from Fynn to Altair and has been bed-ridden ever since. His daughter Hilda is currently acting as leader of the rebels, but His Highness still has a great deal of experience and knowledge despite his illness. Talk to him from time to time and he may be able to give you a few hints for completing your quest.

PAVEL

Although he is considered a thief, Pavel works for the rebellion, only using his great abilities of stealth against the Empire. Originally from Fynn, Pavel accompanies the rebellion to Altair and then vanishes to further his own plans against the Emperor. Your paths will surely cross many times again.



TOBUL

The Master Smith of the rebellion, Tobul needs a very special type of ore for his skills to truly benefit the rebellion. Help him out when you are asked, and you may find that it benefits your own party as well as the army as a whole.

CID

Cid owns and operates an airship service out of Poft, taking travelers to far-off locations—for a price. Although he tries to make a profit, Cid still has a good heart, and he may come in helpful when the chips are down.



ELENA

The last adult inhabitant of Castle Deist, Elena is a strong woman who has seen much hardship and strife. She cares for the castle and her son while trying to live day to day in a building full of memories both good and terrible. Elena knows much about the Dragoons and their dragons, and she may prove to be a valuable friend during your quest.

CHARACTERS



ITEMS & EQUIPMENT

WEAPONS

When using these tables, keep in mind that the attack value and accuracy rate only tell part of the story. These rates are affected by other factors, such as Strength, Agility, primary vs. secondary hand, and the number of attacks that you get off each round.

AXES

NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
AXE	500	250	10	55%	—
BATTLE AXE	800	400	15	45%	—
MYTHRIL AXE	2000	1000	22	45%	—
DEMON AXE	10,000	500	27	45%	—
OGREKILLER	15,000	7500	58	50%	EFFECTIVE AGAINST OGRES, INCLUDING GIGAS.
VENOM AXE	—	10,000	76	55%	CAN INFLICT POISON
RUNE AXE	—	25,000	95	60%	MOST POWERFUL AXE; EFFECTIVE AGAINST MAGIC-CASTING CREATURES. USE TO CAST FOG 6.

BOWS

NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
BOW	150	75	1	50%	—
LONGBOW	250	125	5	40%	—
MYTHRIL BOW	1000	500	13	40%	—
SHADE BOW	—	1500	25	0%	CAN INFLICT BLIND
FLAME BOW	5000	2500	42	47%	DOES FIRE DAMAGE.
ICE BOW	5000	2500	56	50%	DOES ICE DAMAGE.
YOICHI'S BOW	—	12,500	90	75%	USE TO CAST BERSERK 3.

KNIVES

NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
KNIFE	150	75	3	75%	—
DAGGER	400	200	7	65%	—
MYTHRIL KNIFE	800	400	14	67%	—
MAIN GAUCHE	—	750	32	70%	BOOSTS EVASION WHEN EQUIPPED
ORICHALDAGGER	—	1500	50	72%	—
RIPPER	—	4000	69	75%	IF IT CONNECTS, INFLICTS A SECOND AMOUNT OF DAMAGE.
CAT CLAWS	—	6000	86	80%	—

SPEARS

NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
JAVELIN	300	150	6	65%	—
SPEAR	500	250	11	55%	—
MYTHRIL SPEAR	1500	750	18	55%	—
TRIDENT	5000	2500	30	57%	—
DEMON SPEAR	10,000	5000	42	60%	—
FLAME LANCE	15,000	7500	54	62%	DOES FIRE DAMAGE
ICE LANCE	—	10,000	66	65%	DOES ICE DAMAGE
THUNDER SPEAR	—	15,000	78	67%	DOES BOLT DAMAGE. USE TO CAST BOLT 16.
HOLY LANCE	—	20,000	90	70%	DOES HOLY DAMAGE. USE TO CAST HOLY 8. MAY BE DESTROYED AFTER BEING USED.



STAVES

NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
STAFF	250	125	4	70%	—
MACE	500	250	9	60%	—
MYTHRIL MACE	1500	750	16	60%	—
WEREBANE	3000	1500	28	62%	ESPECIALLY EFFECTIVE AGAINST WEREBEASTS
MAGE'S STAFF	—	2500	40	64%	CHARGED WITH THUNDERBOLT. USE TO CAST BOLT 5.
POWER STAFF	8000	4000	53	66%	—
SPELLBINDER	—	5000	64	68%	ATTACK INFUSED WITH VENOM. USE TO CAST VENOM 16 AT RANDOM TARGET.
HEALING STAFF	—	6000	78	70%	HEALS INSTEAD OF DOING DAMAGE.
DIAMOND MACE	—	7500	90	75%	—

SWORDS

NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
BLOOD SWORD	—	4000	0	0%	ABSORBS FOE'S HP TO HEAL CHARACTER; MORE POWERFUL AGAINST BOSSES.
BROADSWORD	400	200	8	60%	—
LONG SWORD	600	300	13	50%	—
MYTHRIL SWORD	1800	900	20	50%	—
ANCIENT SWORD	—	1250	25	10%	INFLECTS CURSE.
CRESCENT	—	2000	30	10%	INFLECTS SLEEP.
WING BLADE	5000	2500	42	56%	—
TERRA SWORD	—	5000	52	58%	—
FLAME SWORD	—	5000	63	60%	DOES FIRE DAMAGE.
DEFENDER	—	10,000	78	64%	SWORD MADE FOR DEFENSE. ADDS TO EVASION.
ICE BRAND	—	7500	72	62%	DOES ICE DAMAGE.
SUNBLADE	—	12,500	83	65%	DOES EXTRA DAMAGE VS. UNDEAD.
EXCALIBUR	—	65,000	100	75%	—
MASAMUNE	—	40,000	150	90%	—

ARMOR

Most pieces of armor add a straight value to the character's defense. Shields are different. They give the character a chance to block an enemy's attack completely. The Block Attack value relates to the number of attacks that can be blocked per round in this fashion. The Defense Rate helps to determine how likely your character is to block an attack in such a way.

SHIELDS

NAME	PRICE	VALUE	BLOCK ATTACK	DEFENSE RATE	NOTES
BUCKLER	50	25	1	4%	—
BRONZE SHIELD	200	100	2	5%	—
MYTHRIL SHIELD	500	250	3	6%	—
GOLD SHIELD	1000	500	4	7%	RESISTANT TO POISON
ICE SHIELD	5000	2500	4	7%	RESISTANT TO FIRE
DIAMOND SHIELD	—	4000	4	7%	RESISTANT TO BOLT
FLAME SHIELD	—	2500	4	7%	RESISTANT TO ICE
DRAGON SHIELD	—	7500	5	9%	STRONG AGAINST ELEMENTAL ATTACKS
AEGIS SHIELD	—	20,000	6	10%	DEFLECTS SPECIAL ATTACKS

ITEMS & EQUIPMENT



HEAD ARMOR

NAME	PRICE	VALUE	DEFENSE	WEIGHT	NOTES
LEATHER CAP	80	40	+1	2	—
BRONZE HELM	200	100	+2	5	—
MYTHRIL HELM	300	150	+4	5	—
TITAN'S HELM	600	300	+6	13	STRENGTH +10
RIBBON	—	5000	+10	0	MAY PROTECT FROM SPECIAL ATTACKS
GOLD HAIRPIN	—	300	+11	2	RESISTANT TO THUNDER
HEADBAND	—	25	+12	2	ADDS +2 TO ATTACK
FLAME HELM	—	500	+13	14	RESISTANT TO ICE
DIAMOND HELM	—	2500	+17	18	RESISTANT TO THUNDER
GENJI HELM	—	10,000	+30	31	—

BODY ARMOR

NAME	PRICE	VALUE	DEFENSE	WEIGHT	NOTES
SHIRT	20	10	+1	5	—
LEATHER ARMOR	100	50	+2	6	—
COPPER PLATE	200	100	+5	5	—
BRONZE MAIL	400	200	+5	14	—
SILVER PLATE	400	200	+10	5	—
MYTHRIL MAIL	1000	500	+10	14	—
RUBY PLATE	800	400	+15	5	—
GOLDEN MAIL	2500	1250	+15	19	RESISTANT TO POISON
GOLD PLATE	1000	500	+22	5	—
KNIGHT'S ARMOR	5000	2500	+22	26	—
POWER SASH	—	25	+25	5	STRENGTH +10
FLAME MAIL	—	5000	+29	33	FORGED WITH THE ESSENCE OF FIRE
WHITE ROBE	—	2500	+30	5	SPIRIT +10
BLACK ROBE	—	2500	+35	5	INTELLIGENCE +10
ICE MAIL	—	5000	+36	40	FORGED WITH THE ESSENCE OF ICE
NINJA SUIT	—	1250	+40	0	AGILITY +10
DIAMOND MAIL	—	10,000	+43	47	RESISTANT TO THUNDER
DIAMOND PLATE	—	1000	+43	5	—
DRAGON MAIL	—	32,500	+50	54	RESISTANT TO ELEMENTAL ATTACKS
GENJI ARMOR	—	15,000	+75	79	—

HAND ARMOR

NAME	PRICE	VALUE	DEFENSE	WEIGHT	NOTES
LEATHER GLOVES	50	25	+1	3	—
BRONZE GLOVES	300	150	+3	8	—
MYTHRIL GLOVES	800	400	+6	8	—
THIEF'S GLOVES	1000	500	+15	3	AGILITY +10
TITAN'S GLOVES	2000	1000	+15	17	STRENGTH +10
PROTECT RING	—	2500	+18	3	GUARDS AGAINST KO
POWER ARMLET	—	2500	+19	3	STRENGTH +10
ICE GLOVES	—	2500	+20	22	RESISTANT TO FIRE
DIAMOND GLOVES	—	4000	+25	27	RESISTANT TO THUNDER
GENJI GLOVES	—	10,000	+45	—	—



CONSUMABLE ITEMS

Consumable items can be equipped in a character's "Items" equip slot and used in battle for the listed effect. Recovery Items may be used at any time, while Combat Items are available only during battle. Scrolls (see "Spells") can be equipped as combat items and read in battle to invoke the spell one time. The Cottage cannot be used in combat, or even inside a dungeon. It can only be used out in the Field.

RECOVERY ITEMS

NAME	PRICE	VALUE	EFFECT
POTION	50	25	RESTORES SOME HP
ANTIDOTE	200	100	CURES POISON
CROSS	1000	500	NULLIFIES CURSE
ELIXIR	50,000	25,000	FULLY RESTORES HP AND MP FOR ONE CHARACTER
ETHER	2500	1250	RESTORES SOME MP
EYE DROPS	100	50	CURES DARKNESS
GOLD NEEDLE	2500	1250	CURES STONE
HI-POTION	500	250	RESTORES HP
MAIDEN'S KISS	2500	1250	CURES TOAD
MALLET	2000	1000	CURES AMNESIA
PHOENIX DOWN	5000	2500	REVIVES AN ALLY FROM KO STATUS

COMBAT ITEMS

NAME	PRICE	VALUE	EFFECT
ACID BOTTLE	—	300	BOTTLE OF ACID WITH POISON EFFECT
BACCHUS'S WINE	—	300	WINE THAT BOOSTS ATTACK AND LOWERS EVASION
BACKSTABBER	—	500	FIEND FANG WITH MUDDLE EFFECT
GAIA DRUM	8000	4000	A DRUM THAT SUMMONS AN EARTHQUAKE
GARLIC	—	50	INFLECTS DAMAGE ON THE UNDEAD
HELLFIRE	—	150	DEALS FIRE DAMAGE
HERMES	—	400	SHOES WITH THE HASTE EFFECT
HOURLASS	—	300	AN HOURLASS WITH THE STOP EFFECT
MAGICONCH	—	250	BOOSTS MAGIC DEFENSE
MUTE BELL	—	1500	A BELL WITH SILENCE EFFECT
MYTHRIL MIRROR	—	500	MIRROR WITH WALL EFFECT
NOTUS	—	500	A GEM THAT CALLS FORTH AN ICESTORM
SAGE'S WISDOM	—	5000	A GEM THAT MAXIMIZES INTELLIGENCE IN ONE BATTLE
SAINT'S SPIRIT	—	5000	A CRYSTAL THAT MAXIMIZES SPIRIT IN ONE BATTLE
SILK WEB	—	250	SILKEN STRANDS WITH THE SLOW EFFECT
SLUMBER STALK	—	400	HERB WITH SLEEP EFFECT
THANATOS	—	4000	A FIGURINE WITH THE FEAR EFFECT
UNICORN HORN	—	500	A HORN WITH THE BASUNA EFFECT
ZEPHYR'S FLUTE	—	4000	A FLUTE THAT CALLS FORTH A TWISTER.

OTHER ITEMS

NAME	PRICE	VALUE	EFFECT
COTTAGE	5000	2500	FULLY RESTORES HP



EVENT ITEMS

NAME	DESCRIPTION	OBTAINED FROM
BLACK MASK	A TREASURED POSSESSION OF THE TROPICAL ISLAND'S PEOPLE.	TROPICAL ISLAND B5
CANOE	A BOAT USED TO TRAVERSE LAKES AND RIVERS.	RECEIVED FROM MINDU WHEN HE JOINS THE PARTY.
CRYSTAL ROD	A ROD THAT LIFTS THE SEAL ON THE MYSIDIAN TOWER.	RETRIEVED FROM MYSIDIAN CAVE B5
DRAGON EGG	THE LAST WIND DRAKE EGG.	RECEIVED FROM THE WIND DRAKE IN CASTLE DEIST AFTER FINDING THE PENDANT.
EGIL'S TORCH	A TORCH THAT CAN BE USED TO CARRY THE SUNFIRE	CASTLE KAS'ION B4 AFTER BOSS FIGHT.
GODDESS'S BELL	A BELL THAT CAN LIFT THE SEAL BARRING ENTRY TO CASTLE KAS'ION.	FOUND BEHIND THE ADAMANTOISE IN THE SNOW CAVERN.
MYTHRIL	ORE OF A MAGICAL METAL—USED TO CREATE BETTER EQUIPMENT FOR SALE.	SEMITT FALLS B5 AFTER BOSS FIGHT.
PASS	GRANTS AUTHORIZATION TO BOARD THE DREADNOUGHT.	BOFSK CAVE 1F.
PENDANT	PROOF OF MEMBERSHIP AMONG THE RANKS OF THE DEIST DRAGOONS.	DEIST CAVERN 2F.
RING	A KEEPSAKE FROM SCOTT. IT ALLOWS THE PARTY TO VIEW THE WORLD MAP.	RECEIVED FROM PRINCE SCOTT IN THE FYNN PUB'S HIDDEN ROOM.
SNOWCRAFT	CARRIES PASSENGERS ACROSS DEEP SNOW.	SEMITT FALLS B1 HIDDEN ROOM AFTER JOSEF JOINS THE PARTY.
SUNFIRE	ETERNALLY BLAZING FLAME, TAKEN FROM THE SUN.	TAKEN FROM 1F CASTLE KAS'ION AFTER FINDING EGIL'S TORCH.
WHITE MASK	AN ANCIENT MASK.	CASTLE FYNN'S HIDDEN AREAS ON FLOOR B5.
WIND DRAKE	THE LAST WIND DRAKE. USE TO CAST BLAZE 7 IN BATTLE.	RECEIVED IN CASTLE FYNN'S MIRROR ROOM, AFTER THE APPEARANCE OF THE CYCLONE.

SPELLS

The spells throughout *Final Fantasy II* are divided into two categories: Black Magic and White Magic. Black Magic is mostly offensive or combative in nature. This category contains the various elemental attack spells, spells to enhance the attacking strengths of the party, spells to transform or paralyze the enemy, and so on. White Magic is comprised mostly of defensive spells, such as spells of healing, spells to protect your party members, and eventually a few spells that call upon holy powers to smite foes. Aside from the division into Black Magic and White Magic, the spells are also divided into different families. These families are used in conjunction with monster weaknesses (see the "Bestiary" section for more details).

Unlike later games in this series, there are not multiple spells that give the same general effect at different levels. Instead, spells increase in proficiency as its caster uses it, increasing in both potency and MP cost. The level of the spell equals the MP used to cast it. When a spell is at a higher level of proficiency, it can only be cast at that level. For this reason, keep the same spell available to different characters at different proficiency levels.

NAME	FAZE
FAMILY	SPIRIT
SCROLL PRICE	1500
EFFECT	REDUCES A TARGET'S MP
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; MORE MP REDUCED.

If **Family** is a -, then the spell does not have a family affiliation.

If **Scroll Price** is a -, then the spell must be found in a treasure chest or it is dropped by an enemy.



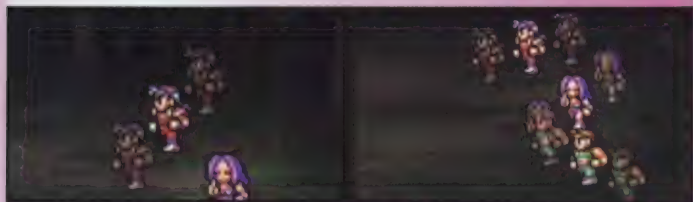
The screenshot on the left shows the spell effects against one target..

The screenshot on the right shows the spell effects against multiple targets.

NAME BARRIER
FAMILY —
SCROLL PRICE 8000
EFFECT PROTECTS AGAINST SPECIAL ATTACKS.
LEVEL-UP EFFECT ACCURACY AND PROTECTION INCREASE.



NAME BLINK
FAMILY —
SCROLL PRICE 400
EFFECT CLONES A CHARACTER'S IMAGE, BOOSTS EVASION.
LEVEL-UP EFFECT GREATER CHANCE OF SUCCESS



NAME DISPEL
FAMILY —
SCROLL PRICE 3000
EFFECT REMOVES BENEFICIAL SPELL EFFECTS FROM A TARGET.
LEVEL-UP EFFECT GREATER CHANCE OF SUCCESS.



NAME FAZE
FAMILY SPIRIT
SCROLL PRICE 1500
EFFECT REDUCES A TARGET'S MP
LEVEL-UP EFFECT GREATER CHANCE OF SUCCESS; MORE MP REDUCED.



NAME FOG
FAMILY SPIRIT
SCROLL PRICE 3000
EFFECT INFLECTS AMNESIA ON A TARGET'S MIND.
LEVEL-UP EFFECT GREATER CHANCE OF SUCCESS.



NAME BASUNA
FAMILY —
SCROLL PRICE 800
EFFECT REMOVES TEMPORARY STATUS EFFECTS
LEVEL-UP EFFECT DIFFERENT TEMPORARY STATUS EFFECTS CAN BE REMOVED, MORE LIKELY TO SUCCEED WHEN CAST IN BATTLE



NAME CURE
FAMILY —
SCROLL PRICE 200
EFFECT RESTORES HP.
LEVEL-UP EFFECT MORE HP RESTORED PER CAST.



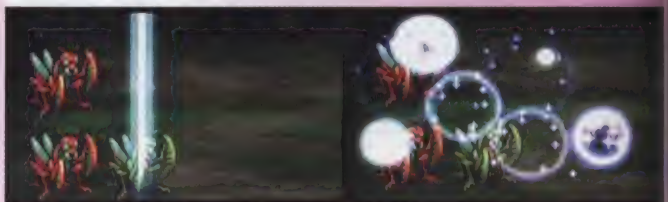
NAME ESUNA
FAMILY —
SCROLL PRICE 800
EFFECT REMOVES PERMANENT STATUS EFFECTS
LEVEL-UP EFFECT DIFFERENT STATUS EFFECTS CAN BE REMOVED, MORE LIKELY TO SUCCEED WHEN CAST IN BATTLE



NAME FEAR
FAMILY PARALYZE
SCROLL PRICE 800
EFFECT CAUSES TARGET TO FLEE.
LEVEL-UP EFFECT GREATER CHANCE OF SUCCESS.



NAME HOLY
FAMILY —
SCROLL PRICE 20,000
EFFECT BLASTS TARGET WITH HOLY LIGHT.
LEVEL-UP EFFECT GREATER AMOUNT OF DAMAGE INFLECTED



WHITE MAGIC



NAME	LIFE
FAMILY	—
SCROLL PRICE	1500
EFFECT	REVIVES A CHARACTER FROM KO STATUS
LEVEL-UP EFFECT	CHARACTER REVIVED WITH MORE HP.



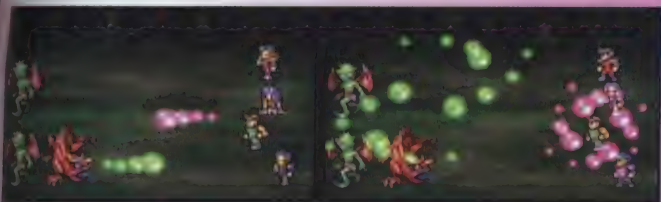
NAME	SHELL
FAMILY	—
SCROLL PRICE	400
EFFECT	BOOSTS MAGIC DEFENSE.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; INCREASE IN MAGIC DEFENSE VALUE.



NAME	SILENCE
FAMILY	PARALYZE
SCROLL PRICE	800
EFFECT	SILENCES TARGET.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS



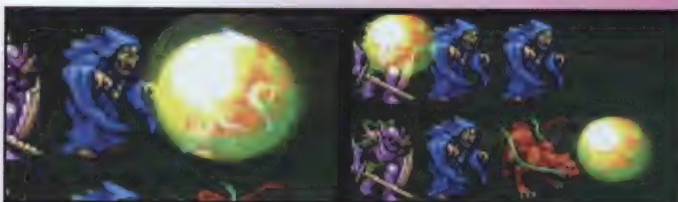
NAME	SWAP
FAMILY	METAMORPH
SCROLL PRICE	8000
EFFECT	SWITCHES HP AND MP WITH TARGET.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS.



NAME	WALL
FAMILY	—
SCROLL PRICE	8000
EFFECT	BOOSTS DEFENSE AGAINST BLACK MAGIC.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; INCREASE IN MAGIC DEFENSE VALUE



NAME	MINI
FAMILY	METAMORPH
SCROLL PRICE	3000
EFFECT	SHRINKS TARGET.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS.



NAME	SHIELD
FAMILY	—
SCROLL PRICE	400
EFFECT	BOOSTS DEFENSE WITH A MAGIC SHIELD.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; INCREASE IN DEFENSE VALUE.



NAME	SLOW
FAMILY	PARALYZE
SCROLL PRICE	3000
EFFECT	SLOWS TARGET, REDUCING ATTACKS (AND THUS DAMAGE RECEIVED BY THE CHARACTERS IN BATTLE).
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; DECREASE IN OPPONENT'S ATTACKS.




NAME	ULTIMA
FAMILY	—
SCROLL PRICE	—
EFFECT	THE WRATH OF THE ANCIENTS—THE MOST POWERFUL SPELL DAMAGES THE OPPONENT WITH HOLY ENERGY.
LEVEL-UP EFFECT	GREATER AMOUNT OF DAMAGE INFLECTED PER CAST.




NAME	WARP
FAMILY	METAMORPH
SCROLL PRICE	1500
EFFECT	WARPS A PARTY OUT OF A DUNGEON; REDUCES CASTER'S HP. IN COMBAT, CAN WARP A TARGET OUT OF THE FIGHT.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS IN COMBAT.




NAME	AURA
FAMILY	—
SCROLL PRICE	—
EFFECT	BOOSTS ATTACK AGAINST VARIOUS FOES.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; INCREASE IN ATTACK.




NAME	BERSERK
FAMILY	—
SCROLL PRICE	10,000
EFFECT	TEMPORARILY BOOSTS ATTACK.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; INCREASE IN ATTACK VALUE.




NAME	BOLT
FAMILY	BOLT
SCROLL PRICE	400
EFFECT	INFLECTS THUNDERBOLT DAMAGE.
LEVEL-UP EFFECT	GREATER AMOUNT OF DAMAGE INFLECTED



NAME	MUDDLE
FAMILY	SPIRIT
SCROLL PRICE	—
EFFECT	INFLECTS TARGET WITH MUDDLE.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS



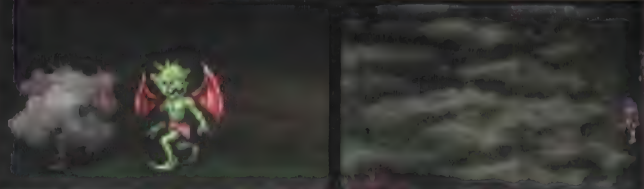
NAME	DOOM
FAMILY	DOOM
SCROLL PRICE	10,000
EFFECT	INSTANTLY KO'S A TARGET.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS.



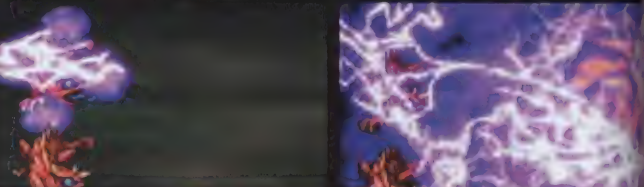
NAME	BANISH
FAMILY	METAMORPH
SCROLL PRICE	1500
EFFECT	WARPS TARGET TO ANOTHER DIMENSION IN COMBAT; OUTSIDE COMBAT, WARPS THE PARTY TO THE PREVIOUS DUNGEON LEVEL.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS IN COMBAT.




NAME	BLIND
FAMILY	PARALYZE
SCROLL PRICE	—
EFFECT	BLINDS TARGET, LOWERING ACCURACY.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; DECREASE TO TARGET'S ACCURACY.




NAME	BREAK
FAMILY	METAMORPH
SCROLL PRICE	—
EFFECT	PETRIFIES A TARGET.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS.



NAME	CURSE
FAMILY	SPIRIT
SCROLL PRICE	—
EFFECT	LOWERS TARGET'S ODDS OF SUCCESS AT VARIOUS ACTIONS.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS WHEN CAST; DECREASE OF TARGET'S COMBAT ABILITIES.



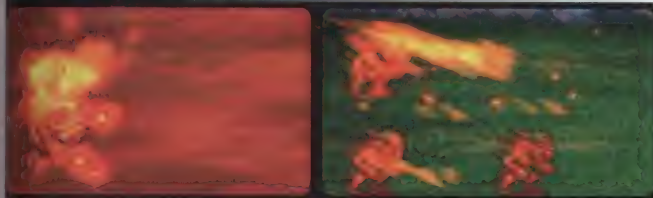
NAME	DRAIN
FAMILY	—
SCROLL PRICE	—
EFFECT	ABSORBS TARGET'S HP, DAMAGING THE FOE AND HEALING YOURSELF.
LEVEL-UP EFFECT	GREATER AMOUNT OF HP DAMAGE AND HEALING PER CAST.



BLACK MAGIC



NAME	FIRE
FAMILY	FIRE
SCROLL PRICE	400
EFFECT	INFLECTS FIRE DAMAGE.
LEVEL-UP EFFECT	GREATER AMOUNT OF DAMAGE INFLECTED



NAME	HASTE
FAMILY	—
SCROLL PRICE	20,000
EFFECT	QUICKENS TARGET, INCREASING NUMBER OF ATTACKS (AND THUS DAMAGE DEALT).
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; INCREASE IN NUMBER OF ATTACKS.



NAME	OSMOSE
FAMILY	—
SCROLL PRICE	—
EFFECT	ABSORBS TARGET'S MP
LEVEL-UP EFFECT	GREATER AMOUNT OF MP DRAINED PER CAST.



NAME	SLEEP
FAMILY	SPIRIT
SCROLL PRICE	—
EFFECT	PUTS TARGET TO SLEEP.
LEVEL-UP EFFECT	—



NAME	STUN
FAMILY	PARALYZE
SCROLL PRICE	—
EFFECT	INFLECTS TARGET WITH PARALYSIS.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS



NAME	FLARE
FAMILY	—
SCROLL PRICE	40,000
EFFECT	CREATES A NUCLEAR EXPLOSION—AN ATTACK SPELL WITHOUT THE NORMAL ELEMENTAL EFFECTS.
LEVEL-UP EFFECT	GREATER AMOUNT OF DAMAGE INFLECTED.



NAME	ICE
FAMILY	ICE
SCROLL PRICE	400
EFFECT	INFLECTS ICE DAMAGE
LEVEL-UP EFFECT	GREATER AMOUNT OF DAMAGE INFLECTED



NAME	POISON
FAMILY	POISON
SCROLL PRICE	—
EFFECT	INFLECTS POISON DAMAGE.
LEVEL-UP EFFECT	GREATER AMOUNT OF HP DAMAGE PER CAST; INCREASE THE CHANCE OF INFLECTING THE STATUS EFFECT.



NAME	STOP
FAMILY	METAMORPH
SCROLL PRICE	—
EFFECT	STOPS TARGET'S TIME—INFLECTS PARALYSIS.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS



NAME	TOAD
FAMILY	METAMORPH
SCROLL PRICE	—
EFFECT	TURNS TARGET INTO A TOAD, MAKING THEM UNABLE TO CAST MAGIC AND GREATLY DECREASING THEIR ACCURACY AND DAMAGE.
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS

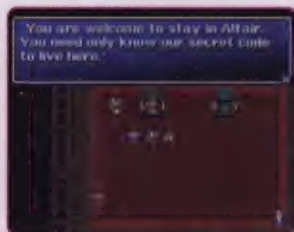


CHAPTER 1

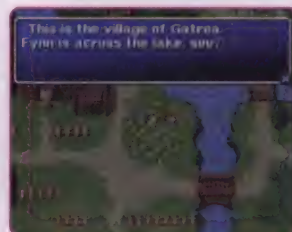
THE ADVENTURE BEGINS



Fight a futile battle against the Black Knights.



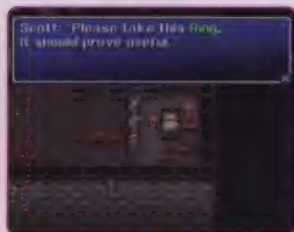
Join the rebellion and talk to the townspeople.



Visit Gatrea to find your way to Fynn.



Make your way to Fynn in search of Leon.



Find and speak to the injured man before returning to Altair.

ALTAIR

ITEMS FOUND

Potion

KEYWORDS LEARNED

Wild Rose



CHAPTER 1



Shop List

ARMOR SHOP

Item	Cost
Buckler	50
Leather Cap	80
Shirt	20
Leather Gloves	50

WEAPON SHOP

Item	Cost
Knife	150
Staff	250
Javelin	300
Broadsword	400

ITEM SHOP

Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50000

MAGIC SHOP

Item	Cost
Fire Scroll	400
Bolt Scroll	400
Ice Scroll	400
Cure Scroll	200

SHOPPING RECOMMENDATIONS

Equipment and Items

The party starts out underpowered and needs as much defense as possible. Shields are the better option until the party gets stronger. Buy a Buckler for Gus. Maria's bow requires both hands, but it allows her to attack from the rear row and avoid most normal attacks, so a shield is less useful for her. Pick up Leather Gloves for each member of your still-vulnerable party.

SHOPPING RECOMMENDATIONS

Magic

As far as magic goes, start using it as soon as possible to build up skill and magic levels. The three Black Magic spells (Fire, Bolt, and Ice) are too costly at the moment. After buying the buckler and gloves, there should be just enough for the more important Cure Scroll.

After earning enough Gil for a second scroll, consider that the first two scrolls found in future locations are the Fire Scroll and Ice Scroll. If you wish to be patient and wait for the two others, go with Bolt.

THE THREE SHOPKEEPERS

Although the item shop has twelve items that it sells, these are divided between three merchants within its walls, each selling four different items. This is also the case with the item shops within each town that you visit later. The items are listed in the order that the merchants sell them from left to right.

Altair/Gatreia Area Encounters

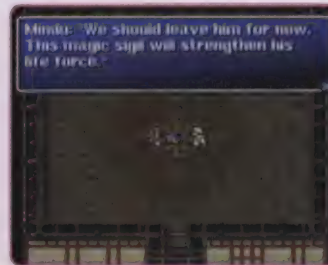
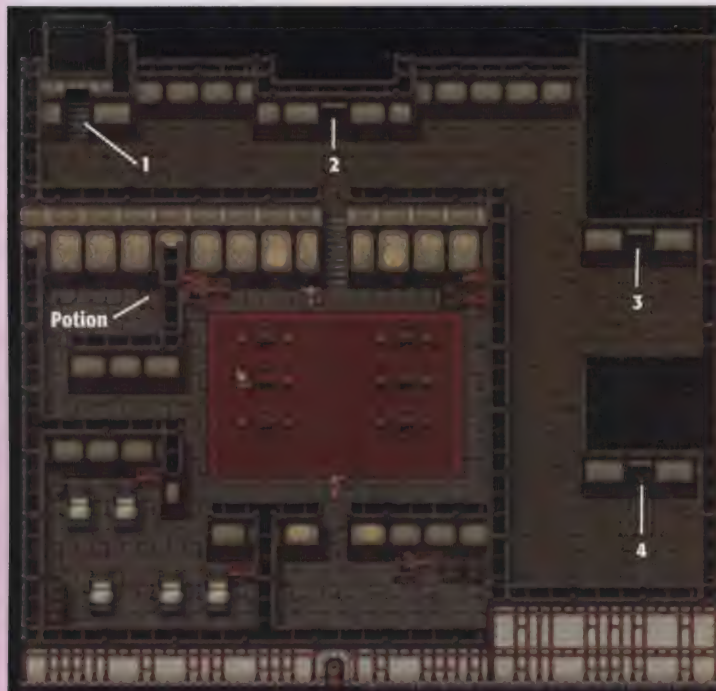
NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
GOBLIN	6	4	0	1	NONE	1	6-50
HORNET	6	4	0	1	NONE	1	3-25
STRANGLER	6	4	0	1	NONE	1	3-25

The enemies in the first leg of your journey are weak and should be no problem, especially with Cure handy. Watch out for the venomous sting of the Hornet. The poison does a small amount of HP damage each turn, and wears off after the battle is done, but if the fight lasts for too many rounds the damage adds up quickly. Cast Cure as necessary, saving the Potion you picked up as a last resort.

PAINFUL BEGINNINGS

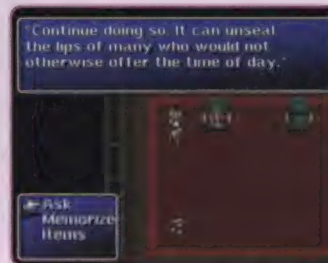
The story opens with a group of four travelers fleeing from soldiers of the Empire after their hometown was destroyed. Firion, along with his adopted siblings Maria and Leon, and their childhood friend Gus are trying to find a place of safety.

Although you have control of your group for this brief fight, there is no way that you can win. The enemies are far too powerful, and any attempts to flee the battle will fail. The fight ends quickly and painfully, with your entire party being knocked out and left for dead.



When Firion comes to he finds that he has been rescued by the rebellion, led in name by the rightful king and in reality by his daughter, Princess Hilda. Maria and Gus were found injured alongside Firion, but Leon was nowhere to be found.

TO JOIN A REBELLION



After recovering from the nearly fatal encounter, the group, minus Leon, reunites, automatically enters the throne room and approaches Princess Hilda. Here, you quickly learn of the rebels' precarious situation. Your young characters are not yet trusted as capable fighters by

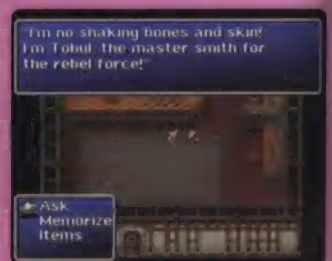
the rebellion, but you are told that you may stay in the town so long as you know the secret code.



Speak to Hilda again when you get control of your party. This is your first chance to use the Word Memory System. Hilda tells you that the password is **Wild Rose**, with the keyword displayed in red. Select Memorize from the menu displayed at the bottom left of the screen, then select Wild Rose from the text. Use the Ask option to repeat the keyword back to Hilda, who suggests that Leon may be held in Fynn, providing the name of the next destination. If you choose, you can also repeat the keyword to Mindu—the white mage standing beside the throne—and to the characters Gordon, Pavel and Tobul within the town to see their reactions.

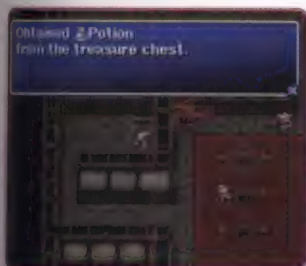
IMPORTANT NPCs

Some of the characters stand out as important in some way, although they may not enter the story until a later point. Talk to them often and check various keywords against these important NPCs whenever possible.



CHAPTER 1

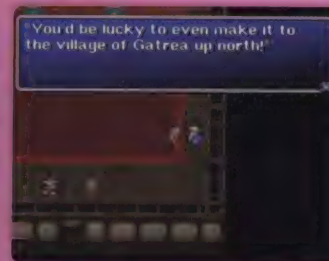




Speak to all of the rebels and townspeople and pick up the **Potion** from the chest in the west side of the rebel headquarters. A helpful old man hints that Fynn is past Gatre, to the north.

KEEP TALKING

Always speak to the villagers in the area when you reach a new town or begin a new task. Some may be able to give you directions toward your destination, while others help to fill in the backstory to put your journey and its characters into perspective.



PREPARING FOR BATTLE

Before you go anywhere, take stock of your possessions. The various shops in town sell important items for your journey, although you are low on cash (called Gil) and cannot afford much at the start.

Firion begins equipped with a sword and shield, Maria wields a bow, and Gus uses an axe. While any character can develop skill with any weapon by using it, the default weapons for each character are as good as any, and allow you to experiment with different weapon types as you meet new characters throughout the game.



Buying equipment leaves you with no money at all, but this isn't a concern at the moment. You quickly gain enough money to at least stay at the Inns, and most of the items sold at the item shop are used to cure status ailments that you won't see for a while. The Cure spell and Potion from the headquarters provide healing. Just remember to equip the Potion into one of your characters' equipment slots so that it's available in battle if necessary.

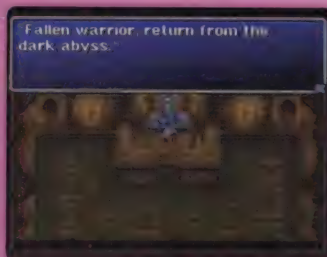
Use the Cure Scroll on the character that you wish to wield White Magic throughout the game. These three characters begin with a Spirit of 10. Gus, with his higher starting strength, is better at concentrating on straight fighting for now. Maria's higher intelligence and low strength makes her the logical Black Magic candidate, leaving Firion as the obvious choice for White Magic.

Start Maria (or your chosen character) on the road to black magehood as soon as possible. Before striking out for a new city, linger around Altair until you can raise your characters' abilities a bit and gather enough Gil for a scroll. If you have the money to spare after a bit of extra fighting and magic purchases, consider picking up headgear for your travelers as well.

INNS AND SANCTUARIES AND THEIR USE

Staying at a town's Inn restores the party's HP and MP, although the price for a night's sleep varies by how much of each need to be recovered by your party as a whole. It may be a good idea to heal a member that is low on HP just before a night's stay to lower the price.

Remember that staying at the Inn does not help with status ailments or unconscious party members. Remove ailments with Esuna or the relevant recovery item. Revive unconscious characters by visiting a sanctuary within town and inspecting the statue.



If you're lucky enough to fight enemies with their maximum Gil, getting a Black Magic spell won't take long.

GATREA

Gatreia List

ARMOR SHOP

Item	Cost
Buckler	50
Leather Cap	80
Leather Armor	100
Leather Gloves	50

WEAPON SHOP

Item	Cost
Javelin	300
Broadsword	400
Axe	500
Bow	150

ITEM SHOP

Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50000

SHOPPING RECOMMENDATIONS

Weapons and Items

In Gatreia, the items for sale are the essentially the same as Altair, but with a few improvements like the Leather Armor. If you have some extra Gil burning a hole in your pocket, feel free to spend them on upgrades to your equipment. Just remember your weapon skills and formation before you start replacing everyone's weapons with completely new types of weapons in each town!



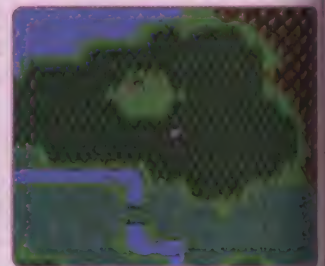
TRAVELLING TO GATREA

Gatreia is the nearest village to the north. After letting your characters grow a bit stronger around Altair, rest at the Inn and head north. You can go either way around the river, crossing over the bridge just north of Altair or walking alongside the river, crossing over just a bit later to the north instead. Gatreia sits within a clearing surrounded by trees.

WATCH YOUR STEP!

When you begin to travel beyond the walls of Altair, be very careful how far off the path you wander. Going into an area just outside your expected path can lead to a battle against devastating monsters that can kill your group before you have a chance to flee. Even wandering too far south on Altair's very small peninsula can lead to these encounters. Postpone any exploration off the beaten path until your characters are much stronger.

Asking around the town reveals that Fynn is across the small lake to the north. There are also rumors of the pub forced to stay open on the outskirts of the town. A pub with a sympathetic barkeeper seems like a reasonable place to start a search. It's time to head out once again, this time for Fynn. Make certain the party is well rested and prepared, as you cannot rest to heal at the Inn at your destination. You must return to Gatreia if you need to recover.



CHAPTER 1



F Y N N



ITEMS FOUND

Potion (x3)

Ring

Fynn Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
CAPTAIN	750	60	50	4	NONE	5	200-300
GOBLIN	6	4	0	1	NONE	1	6-50
HORNET	6	4	0	1	NONE	1	3-25
LOPER	30	9	0	1	NONE	1	3-25
STRANGLER	6	4	0	1	NONE	1	3-25

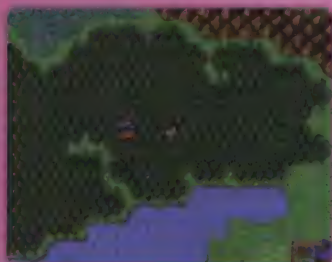
The Loper that turns up inside Fynn's walls is difficult to beat, but shows up rarely and is not truly dangerous. The Captain is another story—fighting one of these is instant death, and it is included in this list only for the sake of completion. You only fight a Captain if you are careless enough to talk to an Empire soldier inside the town or pub.

UNDER THE EMPEROR'S THUMB

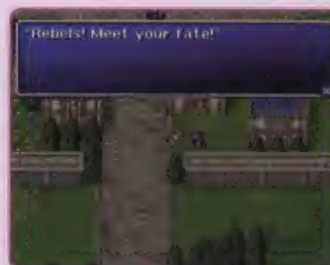
Mountains block the eastern side of the lake, so head west from Gatreia across the bridge to reach Fynn. Follow the border of the lake west and north, then back east, and you will soon reach the walled city and castle. Go through the southern opening in the wall, then off to either side to enter the town.

OBJECTS OVERHEAD

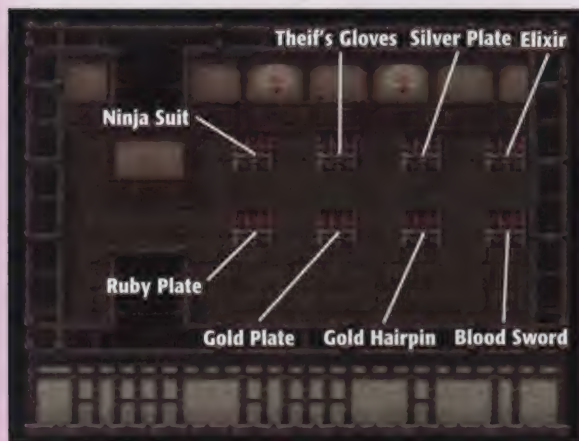
The airship that you see fly by from time to time has no great importance, so don't panic if you see something flying overhead. If you step directly into its shadow however, it triggers a random encounter.



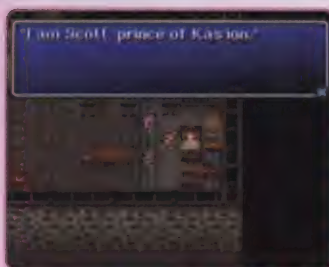
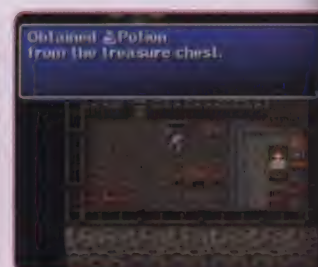
As you wander through Fynn, note that the Empire's soldiers guard the entire city, at least from humans. Monsters wander freely, and you may be attacked randomly within the city walls. The soldiers do not bother you if you ignore them, but trying to speak to one begins a fight with a Captain, which at this stage is dangerous. Some of the buildings are blocked off, and the shops that are not guarded are deserted, so you don't have a chance to upgrade equipment or rest at the Inn while you visit this town.



To reach the pub, head north through the town, weaving your way between buildings and around soldiers while speaking to no one. Go north through an opening between a fence and some trees, then head east along the outer border of the city. Don't step any further than necessary outside of the city's borders, or you will leave the town map altogether. As soon as you reach the eastern wall, head south until you reach the pub.




Enter the pub and continue avoiding the soldiers. Go behind the bar and speak to the bartender. He complains about your rudeness, but use the keyword Wild Rose on him and he quickly takes you into his confidence. He tells you of an injured soldier that he's tending to and hiding. After he moves, go through the hidden entrance and along the passageway to a cozy room away from the Empire's prying eyes. Help yourself to the **Potions** within the three chests inside the room and remember to equip them for use in battle.



Although your hopes may have risen briefly upon hearing of an injured man, your hopes are quickly dashed away once you meet him. The man is not Maria's brother, but is instead Prince Scott of Kas'ion. He is the brother of Gordon, who you met back in Altair. Although Scott is dying, he gives you messages to convey to the rebels, along with his **Ring**, the first event item. So while you may not have found Leon, your trip to Fynn was not in vain.



Now it's time to return to Altair and report. Head back up the passage to the pub and then back outside. Retrace your route back around the lake to Gatre and then back down to Altair.

THE WORLD MAP

Although nothing in the game mentions this, the Ring that you received from Scott back in Fynn allows you to view the World Map. From now on when you are out in the field, hold , then press Select to bring up the Map.

On the World Map screen, the large flashing white dot is your party's current location. Flashing yellow dots mark the locations of any ships. Flashing yellow or red dots also mark an airship's location. The small, white dots with red centers indicate towns or castles, while the small, yellow dots show the locations of caves, towers, or dungeons.



The panel to the right of the world map gives information about the location under the viewfinder, if it is a location that you have been to before, or if there is something of interest in the area like your party or a ship. Any locations that have not yet been visited display no information. At any point while viewing the World Map, press  to return the viewfinder to your party's current position, or press  to exit.

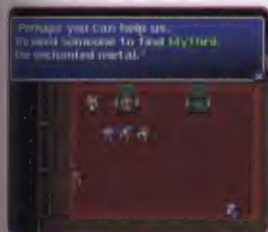
The default format of the World Map is that of a globe. If you prefer to look at a flat map, you can change the map style using the "Config" section of the main menu.

CHAPTER 1

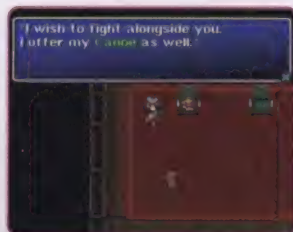


CHAPTER 2

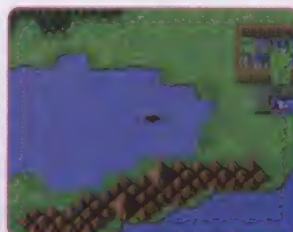
THE MYSTIC ORE



Report to the rebellion and acquire your next objective.



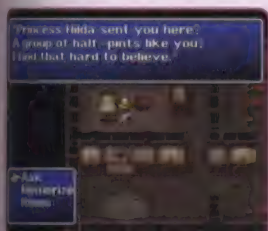
Recruit Mindu into your party and acquire the Canoe.



Head to Paloom across the lake using the Canoe.



Take the ferry across the ocean to Poft.



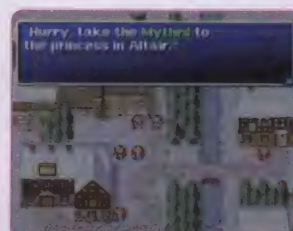
Travel from Poft to Salamand to speak to Josef.



Rescue the enslaved townspeople from the Semitt Falls mine.



Defeat the Sergeant and collect the Mythril.



Return the Mythril to Altair to create better weapons.

A SAD RETURN

ITEMS FOUND

Canoe

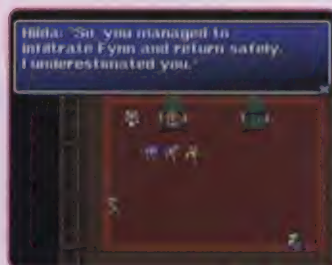
KEYWORDS LEARNED

Mythril

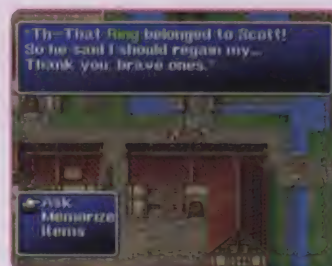
Dreadnought

Airship

Upon your return to Altair you have the sad duty of reporting Prince Scott's death to various people. If you like, use the Ring as an Event Item in the Word Memory System to see the reaction of Gordon to his brother's demise. Your main task is to report back to the Princess.



Return to Hilda's throne room and speak to her. Use the Ring when the Keyword Menu comes up, and she immediately recognizes it. After the report of Scott's death, the Princess realizes your worth, and tells you of the rebellion's most pressing need—the need for the enchanted metal Mythril, used to make fine weapons and armor that the rebellion must have in order to successfully fight the Empire.



Memorize the keyword **Mythril** from the Princess, and immediately ask her about it. She tells you of the man in Salamand named Josef, and asks Mindu to accompany you. Speaking to Mindu immediately afterward brings him into your party, along with his **Canoe**, which allows you to travel along shallow waters such as rivers and lakes with ease.

If you speak to the Princess once more after recruiting Mindu, she tells you about the mighty **Dreadnought** being built by the Empire in Bafsk. Memorize this keyword, then ask her about it. This allows you to memorize the keyword **Airship**. Asking Hilda about the Airship earns you your first mention of Cid, and a bit of his story. If you stop by the King's chambers you find that he's willing to talk to you a bit more now, and he also triggers the Word Memory System menu. Asking him about keywords provides a few tidbits of back-story.

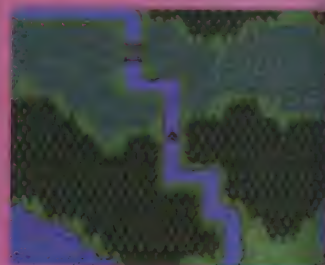
Once again the old man inside the rebel throne room has a hint about your destination. You must find a ship to take you there from the eastern port of Paloom, but that town cannot be reached on foot. A man in the lower part of the headquarters gives you more information on this subject. Use the Canoe to cross the lake and reach Paloom.

PALOOM



CLEAR CANOEING

Not only does the Canoe let you cross to the otherwise unreachable east side of the lake, but if you use it to travel along the water, you won't be drawn into any random encounters with enemies.



Shop List

ARMOR SHOP

Item	Cost
Bronze Shield	200
Bronze Helm	200
Copper Plate	200
Bronze Gloves	300

WEAPON SHOP

Item	Cost
Dagger	400
Mace	500
Axe	500
Bow	150

ITEM SHOP

Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50,000

MAGIC SHOP

Item	Cost
Cure Scroll	200
Blink Scroll	400
Shield Scroll	400
Shell Scroll	400

SHOPPING RECOMMENDATIONS

Equipment and Items

Fight a few enemies around Paloom's forest to earn few extra Gil. Prices are steep enough that you probably can't buy all that you want for now. Don't worry about the weapons shop for now—the mace is a nice weapon for Mindu to replace his current staff, but armor and spells are a higher priority. Copper Plate is a nice buy for everyone, as it gives a larger boost to defense for less Gil. If you have money to spare, buy a few items for Mindu, or upgrade the equipment of your other white magician, since they are the ones casting healing magic.

SHOPPING RECOMMENDATIONS

Magic

Buying at least one new spell is a good idea, so that your white mage can start working on gaining proficiency. Blink, which makes you harder to hit, is a nice option. Just remember to save up enough Gil to rest at the Inn if need be, and to pay the 32 Gil fee for the ship.



Paloom Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BLOODSUCKER	20	4	0	1	NONE	1	3-12
GOBLIN	6	4	0	1	NONE	1	6-50
GOBLIN GUARD	10	4	0	1	NONE	1	6-50
HORNET	6	4	0	1	NONE	1	3-25
LOPER	30	9	0	1	NONE	1	3-25
STRANGLER	6	4	0	1	NONE	1	3-25

Since you take a canoe to Paloom, then take a ship directly to Poft from here, the only chance you have to fight the enemies around the outskirts of town is if you go out of your way to wander around the area for a while. This is a good idea, since the new enemies are not much more dangerous. Plus, they add to your Collection data, improve your party's strength before you tackle your first dungeon, and give you more Gil to buy the new equipment in the Paloom shops.

MINDU

For the first time of many throughout your travels, you now have a temporary fourth companion. Mindu uses White Magic and is much stronger than the others in your party thus far. His high HP make him hard to kill and his Cure and Life spells are handy. Mindu can revive any of your party that dies—so long as he has the MP.

Review his spells when he joins your group and learn how they work. Check the "Magic" chapter of the guide for more specific information on each. Just be especially careful of using the Swap spell. Mindu is so much stronger than your enemies and other party members that using Swap may end up decreasing his HP and MP to a costly point. In fact, any great amount of MP use on his part may cost you a very pretty penny to regenerate at an Inn.



Although he is strong, Mindu still does not have a full set of equipment. If you have the spare Gil, buy a nice helmet and pair of gloves for him, and possibly a buckler. Just wait until reaching Paloom to do so, as it has nicer equipment than the areas you've been to so far.

ACROSS THE LAKE

When you leave Altair this time, head directly north to the lake and onto the water itself. Your party automatically boards the canoe as you step into the area of shallow water. Head east to a walled city with a ship in front at the dock. This is Paloom, your destination. Step onto the land and either go directly into town, or wander around the nearby northern forest a bit to fight a few of the new enemies.



MINDU'S MAGIC

While in many cases you want to use magic as much as possible while fighting, in this case conserve Mindu's MP. Have him attack using his staff, and if possible use another party member's Cure spell to heal damage. Mindu's spells are very handy in a pinch, but they're also very expensive to use in terms of MP, which in turn leads back to the problem of spending Gil at the Inn to regenerate it.

While the ferry that you need to take is immediately inside Paloom's entrance, go further into the town first to rest at the Inn and do some shopping.

Once you have fought to your heart's content, stocked up a bit, and rested, pay the man at the town's entrance 32 Gil. Then exit the town and move directly south onto the ship at the dock. As soon as you step on board, the ship sails directly to Poft and leaves you standing at its entrance.



PALOOM

POFT

Poft Shops

ARMOR SHOP

Item	Cost
Bronze Shield	200
Bronze Helm	200
Copper Plate	200
Bronze Gloves	300

WEAPON SHOP

Item	Cost
Dagger	400
Mace	500
Axe	500
Bow	150

ITEM SHOP

Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50000

MAGIC SHOP

Item	Cost
Cure Scroll	200
Blink Scroll	400
Shield Scroll	400
Shell Scroll	400



SHOPPING RECOMMENDATIONS

As you may already have noticed, the items for sale in Poft are the same as those sold in Paloom. This is a benefit since if you gain more money around the outskirts of Poft you don't need to travel back across the ocean (and waste more money) to pick up anything you couldn't afford before.

ACROSS THE SEA

If you need to return to Paloom, speak to the man at Poft's entrance, and go through the same procedure you used previously to take the ferry from Paloom to Poft. For now, set out on the remainder of your journey to Salamand. Asking around town gives you the general location of Salamand to the north, as well as the location of Bafsk to the east. Checking in the pub also uncovers a welcome surprise. Cid, the airship owner that Princess Hilda told you about, has set up an airship service out of Poft to various locations—for a price, naturally.

If you have some extra Gil, you could take the airship to Bafsk for 100 Gil to do some shopping in their improved shops (better than those in Poft but not as good as those in Salamand), then walk the short distance back around the mountains to Poft. Or for that matter your characters can simply walk around the mountains to reach Bafsk, saving the 100 Gil and strengthening your characters.

Whether you visit Bafsk in between or not, you still have the choice of taking the Airship to Salamand, or making the trek on foot. As the Airship costs precious Gil and your characters can use more strength before tackling their next task, your best choice is to make the hike.



Bafsk is identifiable by the large battleship being built by the empire Northwest of town.

CHAPTER 2



SALAMAND

Salamand Shops

ARMOR SHOP

Item	Cost
Bronze Shield	200
Bronze Helm	200
Bronze Mail	400
Bronze Gloves	300

WEAPON SHOP

Item	Cost
Mace	500
Long Sword	600
Battle Axe	800
Longbow	250

ITEM SHOP

Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50000

MAGIC SHOP

Item	Cost
Life Scroll	1500
Faze Scroll	1500
Banish Scroll	1500
Warp Scroll	1500

SHOPPING RECOMMENDATIONS

Equipment and Items

There are improved weapons for everyone in your group, assuming you kept the default weapon types. If you have not yet improved all of your armor, the armor here is the same as in the previous two towns. The only exception is the Bronze Mail, which is as useful as the Copper Plate but twice as costly.

SHOPPING RECOMMENDATIONS

Magic

There are nice but expensive spells in the magic shop. Life, especially, is a must. Warp and Banish allow you to leave a dungeon or move back to the previous dungeon level respectively. Hold off on buying a Warp Scroll until you see what the future has in store (or in a dungeon). Since you probably don't have nearly enough Gil for all that the shops have to offer, consider making a few trips back from the mine as you collect Gil from enemies and chests.



Salamand Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BLOODSUCKER	20	4	0	1	NONE	1	3-12
GOBLIN	6	4	0	1	NONE	1	6-50
GOBLIN GUARD	10	4	0	1	NONE	1	6-50
HORNET	6	4	0	1	NONE	1	3-25
LOPER	30	9	0	1	NONE	1	3-25
QUEEN BEE	30	9	4	1	NONE	1	3-6
STRANGLER	6	4	0	1	NONE	1	3-25

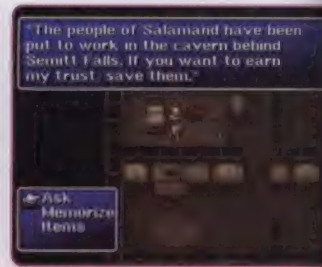
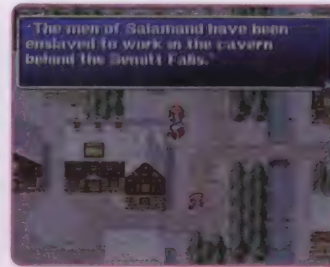
The enemies here are much the same as in Paloom. You did not need to fight them upon your arrival in Poft, but unless you pay to take the airship you face them as you head out to Salamand. Just be cautious of the Queen Bee—she inflicts Poison with her attack, worse than the Venom of her smaller subjects.



Salamand is actually northwest of Poft. Head north to the mountain range, then west along the southern edge of the mountains and you soon reach your destination—use the World Map if you think you may be lost.

As you arrive in the town you quickly learn not only of the Mythril being mined above Semitt Falls, but also of the town's male population being

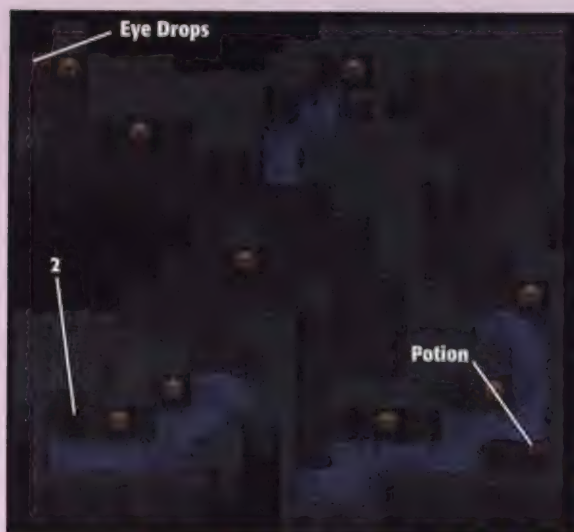
used as slave labor in this same mine. Enter the house in the northeast part of town and speak to Josef inside, where you'll quickly learn more. When you speak to him and see the key-word menu, ask him about Mythril. Before he tells you of the metal, he wants you to prove yourselves by rescuing the townspeople—all in a day's work for heroes like yourselves!



It looks like you must help out the enslaved townspeople before finding the metal you need.

Even heroes need to rest up and improve their equipment before heading out to complete such a dangerous task. This town sells quite a few things that you should buy as soon as you earn the Gil.

SEMMIT FALLS



CHAPTER 2





ITEMS FOUND

Eye Drops

Potion(X2)

Fire Scroll

Warp Scroll

Mythril

THE PRISONERS IN THE MINE

To get to Semitt Mine, head west from Salamand between the ranges of gray and brown mountains. Follow the brown mountains west until you can go south along their border then use the canoe to follow the river back east. When you come to a lake just above a waterfall, guide the canoe onto the small bit of land between the lake and mountains to the east, and enter the small opening in one of the mountains. This is the Semitt Falls Mine, and your first real challenge.



You may miss the mine's entrance at first glance, but just look right above the falls to find the door.



Inside the mine itself, the first room to the north contains something that may at first look like the Mythril. This is not the case; it's just a shiny rock. Perhaps it has some purpose, but none that you can fathom for the moment. Instead go past this

room and down to the first fork in your path. Go west and follow the path to reach a chest with 10 Gil.

SEMMIT FALLS



Semitt Falls Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BLOODSUCKER	20	4	0	1	NONE	1	3-12
GOBLIN	6	4	0	1	NONE	1	6-50
GOBLIN GUARD	10	4	0	1	NONE	1	6-50
HORNET	6	4	0	1	NONE	1	3-25
QUEEN BEE	30	9	4	1	NONE	1	3-6
SASQUATCH	20	4	0	1	NONE	1	6-50
SOLDIER	45	17	9	2	NONE	1	6-50

The enemies in the field on the way to the mine are beginning to get tougher, and they show up in larger groups. Soldiers are especially tough customers, with high HP and attack power. The Goblin Guards and Soldiers have an "Arrows" attack that can reach even your back row, so beware of that. You also start to pick up more and more items from defeated foes.

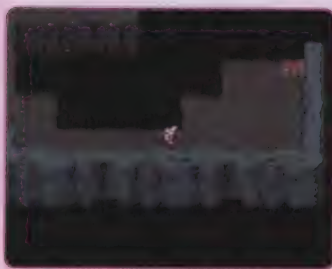
Semitt Falls Mine Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BALLOON	20	9	0	1	FIRE, BOLT	1	3-25
GOBLIN	6	4	0	1	NONE	1	6-50
GOBLIN GUARD	10	4	0	1	NONE	1	6-50
GREEN SLIME	10	4	210	1	FIRE, ICE	2	3-25
LOPER	30	9	0	1	NONE	1	3-25
SASQUATCH	20	4	0	1	NONE	1	6-50
SOLDIER	45	17	9	2	NONE	1	6-50
ZOMBIE	30	17	0	1	FIRE	1	6-50

Inside the mines, the enemies are much the same. The Green Slime is a different story. It is extremely hard to damage with anything except magic. It is also very rare. Look for it in the lower level areas of the map to add it to your Collection. The Zombie is also a tough customer, but only shows up in a few special rooms scattered throughout the mines.

OUT OF BREATH?

While the monsters here are not a great deal more dangerous than in your previous journeys, there are more encounters, and you are a long way from an Inn. Don't be afraid at any point to use Mindu's Warp spell to exit the mine and walk back to Salamand to rest and recover. Just remember that the further down you go before warping out, the more you'll have to walk get back down. If you don't want to leave the mine at any point, you must work hard to conserve everyone's MP.



Return to the fork and go east, then directly south alongside the hole in the floor, and head east again to reach a better treasure chest, one containing 200 Gil. Directly across the mine to the west from this chest is the staircase leading down to level 2.

The first section of level 2 is flooded, but don't let that worry you. Wade through the water and go through the mine tunnels to the northwest to find a chest containing Eye Drops, handy for if you become blinded later. Leave this chamber and take the next watery tunnel to the northeast to another chest with a Potion. Following the tunnel systems back to the south then to the east brings you to another chest with another Potion, before a bit more wading brings you to four doorways.

The first doorway on the left leads to the stairs down to B3. If you care to explore a bit more, the next three doorways lead into rooms with a greatly raised encounter rate—a type of room that is common to many of the dungeons you explore later on. Here you may also encounter the Zombies that are not found elsewhere in the mine.

FEED THE ZOMBIES?

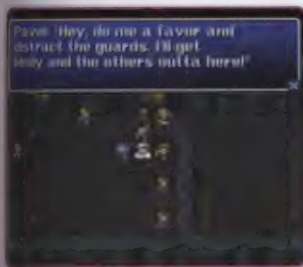
While the Zombies are a bit stronger than many of the other enemies in the mine, if you do encounter some in one of the special rooms, any Garlic picked up from the Soldiers can help to ruin their day.



CHAPTER 2



After going into the left room and stepping down to B3, go directly south to reach a chest with 1 Gil. Returning to the path and following it west and north brings you to a small junction. Go east from here and you can enter another of the special encounter rooms if you wish. To the west, cross a bridge to a treasure chest holding 50 Gil, a better find than the previous chest.



West from the previous junction are another three rooms. The two on the right are more encounter rooms, while the one to the left holds the slaves taken from Salamand. Enter the slaves' room and speak to Pavel, standing up in the right corner of the mine. Standing next to him is Molly, Josef's daughter, who is being used as a hostage for Josef's good behavior. Pavel suggests that you distract the guards (by doing whatever it was that you had intended to do in the first place), allowing Pavel to lead the slaves back out into freedom.

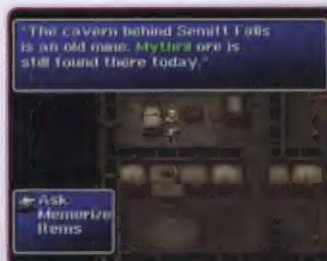
If you have not yet returned to Salamand to rest and buy more of the better equipment, this may be a good time to do so.

Otherwise, head down the staircase in the southeast corner of the room to continue to the fourth floor of the mines in search of the Mythrill. If you do return to town to rest, try to save up your characters' MP on your return trip and throughout the final bit of mines to the goal. There are two tough fights waiting ahead, and you need all the magic you can get.

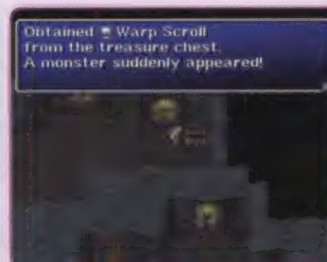
THE BOTTOM OF THE MINES

As you move into the fourth floor of the mines, go directly north across a bridge to find a Fire Scroll in a chest. Use this handy scroll on your Black Magic user if they don't already have the spell, to give yourself more choice against various monsters weak against the elements. Walking east from the top of the previous bridge brings you to a junction of four more bridges. The north bridge takes you along a twisting tunnel to the down stairs to the final floor, while the others are unimportant.

As you head down the stairs to the fifth floor, the boss for the floor is to the north and in the room to the left. You may wish to face him immediately, in order to make certain you have enough power left to win any more random battles or the second tough fight on the floor. If you want to save him for last, head directly west across the bridge instead. Follow the tunnel as it curves north and east, ignoring the first room to your left, and you eventually come to a treasure chest. This chest holds a valuable Warp Scroll, but it also conceals a very tough monster acting as guardian that you must defeat in order to claim your prize—and keep your lives.



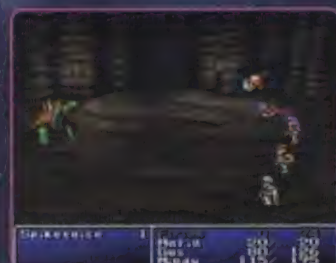
If you return to town at this point, you find Josef much more helpful.



SPIKETOISE

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
140	35	65%	0	2	ICE	25-200
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
0	2	35	0%	50%	3	MYTHRILL SHIELD
ABILITIES						
NONE						

The best way to take the Spiketoise down is with magic. If you've invested in the Ice spell for your mage, it certainly comes in handy now. Otherwise, if you are low on MP and healing power, you have a long tough fight ahead of you.

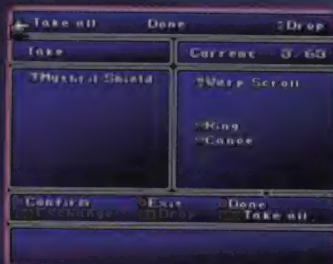


Have Mindu cast Blink or Shield on your party on the first round. This drastically reduces the damage that Spiketoise inflicts on your party, and is probably the best way to keep everyone alive without constantly spending MP on Life spells. If the spell fails to take effect on one or more of the characters, have Mindu begin casting it on those characters in subsequent rounds. Otherwise, prepare to spend a lot of time casting Life.



Meanwhile, as long as you have MP left (and still have a few to save for the Sergeant fight if you haven't fought him yet), cast Ice, which is Spiketoise's weakness. If you don't have Ice available, any other spell will do in a pinch, the higher-level the better. Three or four rounds of another level 2 attack spell should still take the monster down, with more rounds needed for a first level spell.

If you do run out of MP or wish to save the rest for the other boss fight, about the only thing you can do is keep attacking with your party and have Mindu and any other characters with Cure keep your party's HP healed, casting Life if it becomes necessary. The Spiketoise is hard to damage at all, but every so often a critical hit does a good 15 or more damage to it in a blow.



As a last resort, you can attempt to have Mindu cast Warp and hope that it works against the foe before you take too much damage or run out of HP. Once you do win the battle, don't forget to use the Warp scroll on your party's White Magic-user. This spell comes in very handy throughout the rest of the game! If you are especially lucky, you may even get an item from the Spiketoise as an extra reward.

The Mythril ore that the resistance movement needs is unfortunately guarded very carefully by one of the Empire's Sergeants. When you are ready for the fight, return to where you entered the floor and head north. Enter the left doorway, and you find the enemy blocking the way to a chest in the room behind him. Make certain your characters are fully equipped with potions and Mindu's Ether if you haven't used it. You may also wish to move one of your white mages to the rear formation, allowing them to cast Life and Cure from relative safety. Of course, the Sergeant can attack using Arrows so this safety is not complete, but he tends to prefer physical attacks. When everything is ready, save to your Memo File, then approach the enemy and speak to him. He immediately attacks, as he is not about to let you make off with the precious Mythril.



CHAPTER 2



SERGEANT

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
140	35	70%	1	3	NONE	200
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
10	2	25	30%	50%	3	MYTHRIL MAIL
ABILITIES						
ARROWS						

Prepare yourself for having your party members knocked unconscious at least a couple times during this fight. The Sergeant hits very hard, and doesn't let up. Once in a while he varies his attack with an Arrow attack that can hit even your rear-formation characters, so be prepared for the worst. The strategy for the fight is simple—try to protect your characters as much as possible and cast Cure and Life as much as necessary to keep your party going, while pumping your black mage's remaining MP directly into damaging spells.



Spend your opening round trying to protect your party.

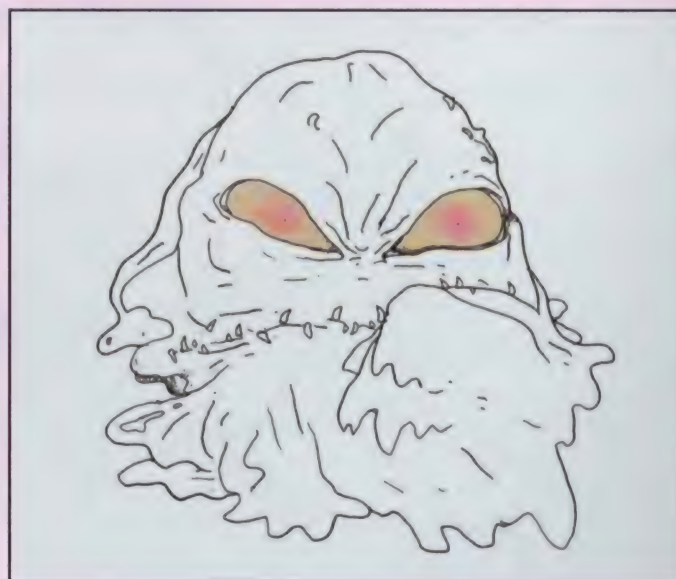
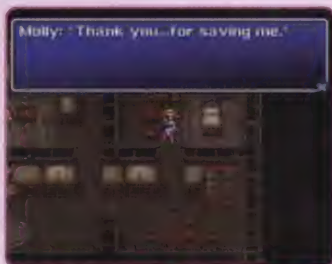
Cast Blink and Shield, and hope that they affect as many characters as possible. If they do take effect on your front-line characters, you may manage to get through the fight without the Sergeant landing many blows or doing his maximum damage, thus keep everyone alive. If enough characters are not protected after the first round, spend any spare moments not healing or reviving to protect your characters further.

Much like the Spiketoise, the Sergeant is resistant to many physical attacks and takes the most damage from spells. Try to keep your Black Magic-user casting their higher-level spells as much as possible, and you may end the fight quickly, before any of your own fatalities. Use the Ether if need be, and just keep pounding away on him as much as possible between various spells. The Sergeant too, may have an extra surprise waiting if you are lucky.



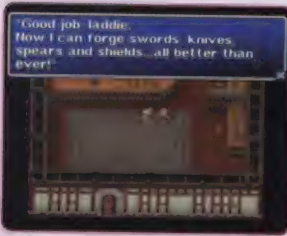
Once you have defeated the Sergeant, nothing stands between you and the Mythrill needed to make better weapons for the rebellion. Take it from its chest, and leave the mines either the long way back if you have the strength or, more likely, use the Warp spell to take your spent party directly to the surface.

You likely need to stop at Salamand on your way back simply to rest, and while you are there you can stop in on Josef and his daughter to see them reunited if you haven't been back to town after freeing the slaves. Your true objective now lies back in Altair however, where they are waiting for the precious metal you now carry. Make your way back the way you came, from Salamand to Poft, by ship back to Paloom, and from there across the lake via canoe back to Altair, picking up any more equipment or spells that you still need along the way.

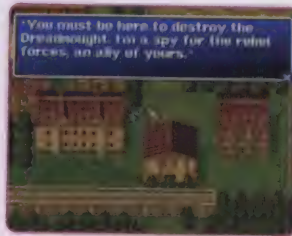


CHAPTER 3

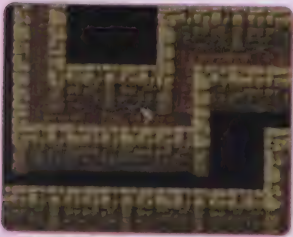
TO DESTROY THE DREADNOUGHT



Return the Mythril to Tobul in Altair to unlock new equipment.



Head to Bafsk to meet with the rebellion's agent.



Explore the Bafsk Caves to sneak into the Dreadnought to destroy it.



ALTAIR WEAPON SHOP ADDITIONS	
Item	Cost
Mythril Knife	800
Mythril Mace	1500
Mythril Spear	1500
Mythril Sword	1800

ALTAIR ARMOR SHOP ADDITIONS	
Item	Cost
Mythril Shield	500
Mythril Helm	300
Mythril Mail	1000
Mythril Gloves	800

Of the towns visited so far, only Paloom and Poft have added to their stock with the arrival of the Mythril. Their new stock is as follows:

PALOOM AND POFT WEAPON SHOP ADDITIONS	
Item	Cost
Mythril Spear	1500
Mythril Sword	1800
Mythril Axe	2000
Mythril Bow	1000

SHOPPING RECOMMENDATIONS

Equipment and Items

Buy some of the new items if you can afford them. They are costly, but useful. Don't worry if you don't have enough Gil—you'll be able to afford new, useful items soon enough. For now, head back to the headquarters to speak again with Princess Hilda.



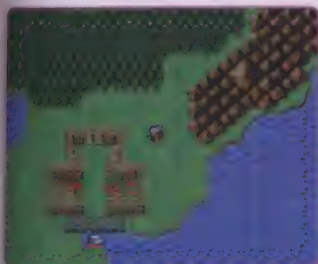
NEW EQUIPMENT AND A NEW TASK

"One of our comrades in Bafsk has found a way into the Dreadnought. Please go and destroy it."



his forge. From now on, various towns including Altair can sell you the strong Mythril equipment as well as the more normal kind.

Now that the rebellion has the Mythril needed to create better weapons and armor, the focus is on the fearsome airship known as the Dreadnought, currently being built in Bafsk. This ship could turn the tides of war vastly in favor of the Empire if completed, and the Princess wants you to try to infiltrate and destroy it. Luckily, as the Princess tells you if you ask her again about the Dreadnought, one of the agents within Bafsk has found an entrance to the ship. It is your job to go to Bafsk and meet with him in order to destroy the Empire's creation.



Just head north and east from Poft and you soon find your way.

east around the mountains. If you make the short trip on foot don't worry—the monsters between the two towns are the same easy foes as those between Poft and Salamand, so you are in no danger.

Upon returning to Altair, take the Mythril to Tobul, the old man standing within the town's weapon shop. Speak to him, and use the Mythril as an item when the Word Memory System menu pops up. He gleefully accepts the metal and heads directly to

As you learned earlier in your travels, the town of Bafsk is to the east of Poft, around some mountains. When you have finished shopping for new equipment, make the trek back the way you just came, to Paloom and Poft, this time either taking the 100 gil airship journey to Bafsk from Poft, or walking north and



B A F S K



B A F S K

Bafsk Shops

ARMOR SHOP

Item	Cost
Bronze Shield	200
Bronze Helm	200
Silver Plate	400
Bronze Gloves	300

WEAPON SHOP

Item	Cost
Dagger	400
Spear	500
Long Sword	600
Longbow	250

ITEM SHOP

Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50000

MAGIC SHOP

Item	Cost
Fear Scroll	800
Basuna Scroll	800
Esuna Scroll	800
Silence Scroll	800

SHOPPING RECOMMENDATIONS

Equipment and Items

Pay special attention to the Silver Plate in the Armor Shop. The Plate isn't as strong as the Mythril Mail now for sale elsewhere, but it also isn't as costly.

SHOPPING RECOMMENDATIONS

Magic

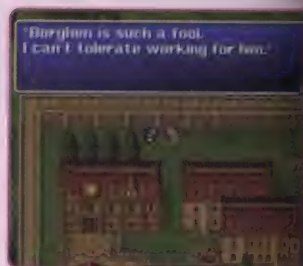
The Esuna scroll being sold in the Magic Shop is especially important so buy it as soon as possible. Esuna removes status ailments based on its level, so cast it to keep building its level. This eventually lets you free up inventory space that would otherwise be taken by extra items needed to remove higher-level status effects.



OCCUPIED BAFSK

As Princess Hilda had warned you, the feared Black Knight in charge of the Dreadnought's construction has been temporarily called away, leaving the traitorous Borghen in charge for now. Luckily neither Borghen nor the various soldiers stationed in town recognize you as outsiders, so you can speak with them without the danger of being attacked as was the case in Fynn. The shops in this town are still in operation, so do some shopping for new items if you haven't shopped here previously.

When you are done shopping and looking around, head toward the southwest corner of town where you find an imperial knight standing off by himself. Speak to this knight to trigger the Word Memory System. Ask him about the Dreadnought, and he unsurprisingly informs you that he is an agent of the rebellion. He tells you of a secret passage behind where he has been standing, and leaves. Follow the revealed pathway south and west until you reach some stairs, and head down into the cave.

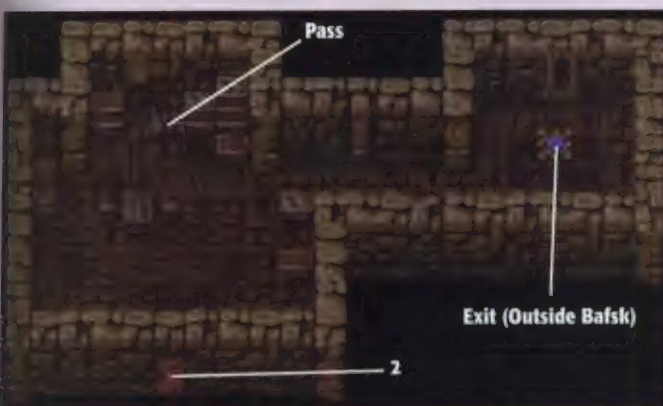
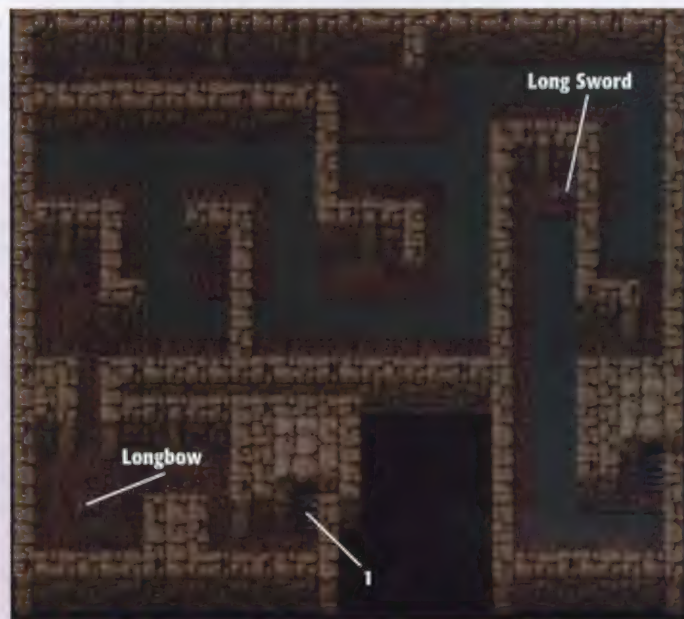


None of the inhabitants of Bafsk seem to be in awe of Borghen, which may work to your advantage.

CHAPTER 3



B A F S K C A V E



ITEMS FOUND

Long Sword

Longbow

Pass

Encounters Inside Bafsk Cave

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BALLOON	20	9	0	1	FIRE, BOLT	1	3-25
BLOODSUCKER	20	4	0	1	NONE	1	3-12
GOBLIN GUARD	10	4	0	1	NONE	1	6-50
HORNET	6	4	0	1	NONE	1	6-50
SOLDIER	45	17	9	2	NONE	1	6-50
STRANGLER	6	4	0	1	NONE	1	3-25
ZOMBIE	30	17	0	1	FIRE	1	6-50

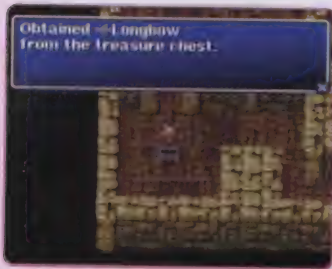
While you can fight Zombies out in the normal dungeon this time around, the enemies aren't really any stronger or more deadly than those in the mine, giving you a welcome breather.

B A F S K C A V E



INTO THE AIRSHIP

The Bafsk Cave is the first dungeon that does not allow you to use the Warp spell. If you wish to leave and come back, you have to do so the hard way. Don't worry about this for the moment. Just forge ahead, heading straight at the first fork to obtain a **Long Sword** from the dungeon's first treasure chest. Return to the fork and head toward the east this time and follow the passage, heading directly south at the next fork.



If you haven't yet upgraded all of your weapons, the two within the cave can help you out a bit.



While you have failed in your task, it still remains to be seen just how much impact your failure will have on the world.

Just inside the entrance, take the side passage that had been previously blocked by the Black Knight and enter the doorway. There is a treasure chest holding a **Pass**, as well as a magical portal leading directly to the outskirts of Bafsk.

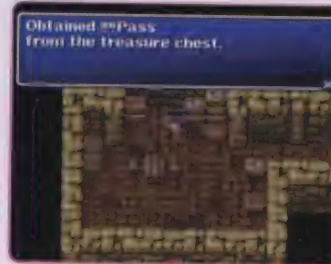
While you can return to a Bafsk now free of Empire soldiers and rest at the inn to recover, the main task lying ahead is to return to Altair to inform the Princess of the unexpected developments.

While there are a few small side forks to the passage after this point, they are short and you can easily see the path to follow. Along the way, pick up a **Longbow** in a chest to the southwest corner of the floor. Directly after the chest you reach the stairs leading back up to ground level.

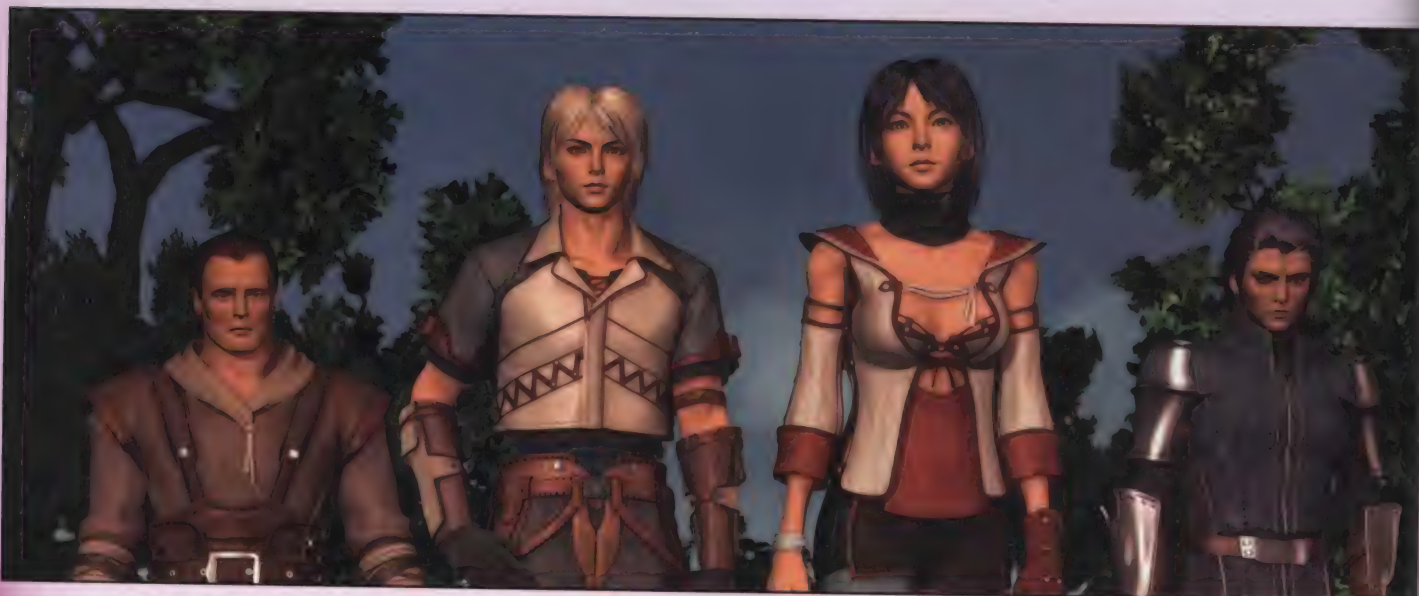
As you reach the top of the stairs, head east, ignoring the side passage leading north. The passageway follows a winding but steady course after this, leading after a few twists and turns to a menacing figure blocking your path.

Speaking to this figure reveals two unwelcome surprises. First, the figure is none other than the Black Knight, believed to have been elsewhere. Second, the Dreadnought is now complete! As the Dark Knight and his lackey Borghen head up the stairway to the Dreadnought you follow on their heels—just in time to see it take off.

After watching the Dreadnought depart, there is nothing to do but return to the tunnels. Just inside the entrance, take the side passage that had been previously blocked by the Black Knight and enter the doorway. There is a



Feel free to use spells throughout the fights in these sewers to practice. The dungeon isn't long, and you can return again soon.

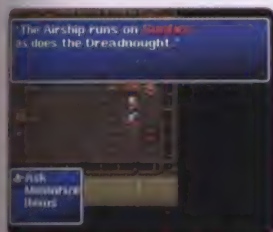


CHAPTER 3



CHAPTER 4

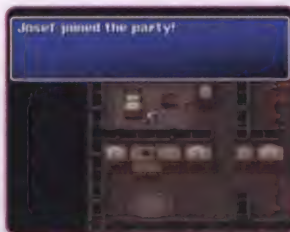
THE BELL IS THE KEY



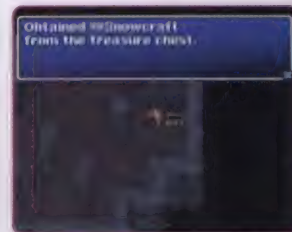
Speak to Cid to learn the keyword Sunfire.



Return to Altair to learn a new keyword and your next step.



Head to Salamand and have Josef join your party.



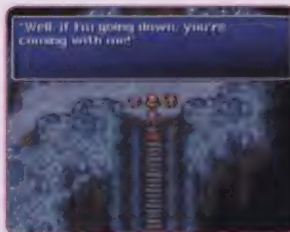
Retrieve the Snowcraft from Semitt Cave



Use the Snowcraft to cross the Snowfield and reach the Snow Cavern.



Conquer the Snow Cavern, defeat the Adamantise and gain the Goddess's Bell.



Return to the surface, fighting Borghen along the way.

A PATH OF DESTRUCTION



The great destructive power of the Dreadnought can be seen all around your party as you travel back to Altair.

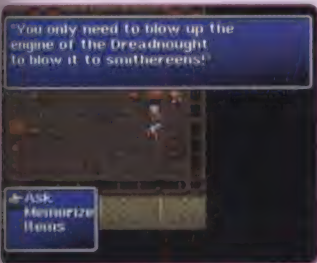
Stopping by any of the towns on the way back to Altair reveals the widespread destruction caused by the Dreadnought, which your party failed to destroy. While many of the people within the buildings escaped the devastation, most of the people standing outside were killed, and buildings have been horribly damaged. Even the ground carries scorch marks from the Dreadnought's barrage.

Thankfully, one of the people escaping the battleship's attack on Poft was Cid. Stop to speak with him in the pub before taking the ferry, and ask him about the keywords Dreadnought and Airship. He informs you that the Dreadnought can still be destroyed by taking out its engine, and that the Airship and Dreadnought both run on a mystic flame called **Sunfire**, which you should now memorize as a keyword. Ask about Sunfire to learn how volatile this substance is. In this way, you gain your first hint on how to help correct your failure to destroy the Dreadnought.

For now, take the ferry back to Paloom, and take the usual route back to Altair, where Princess Hilda waits. As you return to the town, remove Mindu's equipment and put it into your inventory.

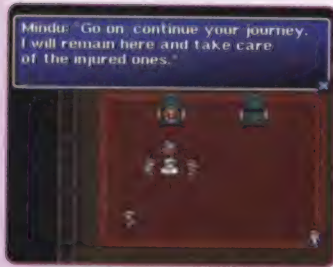
KEYWORDS LEARNED

Sunfire



ALTAIR





Despite the Dreadnought's attack on Altair, many of the townspeople survived due to the quick thinking of the rebels. The people are understandably shaken, and many were hurt in the attack. Even worse, this has worsened the condition of the dying King. Mindu cannot continue on this journey while people are injured and the King is in such a bad state, so he leaves your party to help those in need within Altair.

KEYWORDS LEARNED

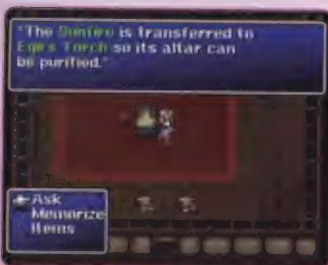
Goddess's Bell

BRANCHING OUT

By now, your party has been through the grinder and toughened up quite a bit. While you should keep your White Magic user protected with a shield, since White Magic is the key to your group's healing and revival, you should think of switching your primary fighter from a shield to a second weapon. Now that Mindu has left the party and you have his equipment to spare, you may wish to consider equipping your fighter with the extra staff or mace to go along with his or her primary weapon.

As you soon start gaining extra money, while you are upgrading your armor and weapons you may also wish to think about starting your primary fighter with a few of the more important White Magic spells as well. You don't want to diminish your main powerhouse by having them focus too much on casting spells, but having a second person able to cast a handy Cure or Life spell in a pinch is a good idea. As Cure is available in Altair and Life is available in Salamand, which you soon visit for a second time, this is a good opportunity to buy the spells.

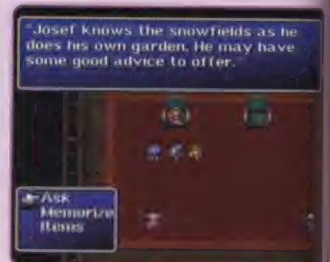
Now that you've obtained information about the Dreadnought's engine and about the Sunfire from Cid, it's time to ask the Princess about it. She explains that the Sunfire is the national treasure of Kas'ion, and that it is kept within that castle's ground floor. Hilda wants you to go to Kas'ion immediately to retrieve it, but since no ordinary torch can carry it, it is a good idea to ask around for a bit more information first.



While Mindu will be missed by your other party members, his great healing skills are helping the King to cling to life.

Stopping in at the King's room, you find Mindu in attendance. Ask him about the Sunfire, and he tells you of Egil's Torch. As this torch has been used regularly in a Kas'ion ceremony, it should be somewhere within Kas'ion castle. Asking the stricken King about the Sunfire however gives you another important bit of information—Prince Scott sealed Castle Kas'ion to protect the Sunfire and you need an item called the Goddess's Bell in order to open the gates again.

Memorize the keyword **Goddess's Bell** from the King, and ask both the King and Mindu about it. Apparently those of Kas'ion's royal family know about its whereabouts, but Scott is dead, and Gordon has vanished. Mindu suggests asking Princess Hilda. Return to the throne room and ask Hilda about the bell. She tells you that it is hidden within the Snowfields, and that Josef knows these fields well. Your next destination is Salamand.

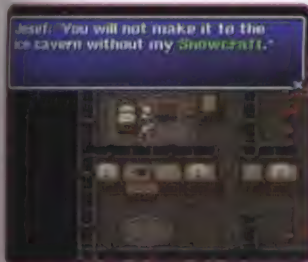


Before leaving Altair, take the time to manage your items. You should have extra equipment from Mindu and from various dungeon chests, and fighting some of the random enemies in your travels may have left you with more Potions and Antidotes than you can use, especially with the Cure and Esuna spells at your disposal. Sell off any surplus equipment. You may wish to keep one spare set of armor, since you do have one party member slot open, and remember to keep some Potions and Antidotes handy for an emergency. Use the spare cash to upgrade equipment to any mythril items or other nice equipment that you can now afford. After your shopping is done, make the familiar trek back to Salamand and to Josef's house.

CHAPTER 4



TO CROSS THE SNOW



Back at Josef's house, ask him about the Goddess's Bell. He knows of its location in the Snow Cavern, and knows that you cannot cross the Snowfield to reach it without the use of his Snowcraft, currently hidden in the Semitt Falls mine. Realizing the importance of your task, Josef joins your party in order to help you achieve your goals. Before heading out, buy any last-minute supplies, including a spare Eye Drops or two if you do not have any in your inventory. The dungeon within the Snowfields contains monsters that have a chance of inflicting

Darkness on your group, and the Eye Drops may be needed if you don't have enough MP to cast Esuna.

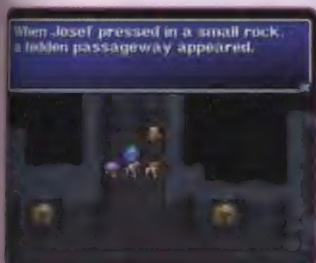
JOSEF'S FISTS

When you gain Josef as a party member, note that he wields no weapons. While in most cases you want to equip your fourth party members with stronger weapons when they join, here you should leave Josef bare-handed. He is more skilled at unarmed combat, and strong enough to do great damage to the enemy using only his fists. Even equipping him with a shield greatly reduces the damage that he does. You can however upgrade his Leather Armor to other improved equipment left over from Mindu's departure. Sell the leftover armor in order to stock up on anything you may still need in Salamand.




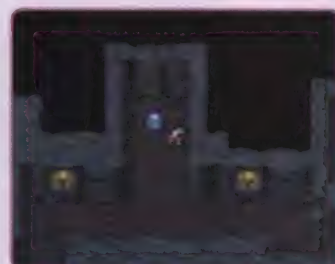
At least the Poft and Paloom ferry-men are making a fortune off your party and their travels!

Returning to Semitt Falls to retrieve the Snowcraft is the first step in the journey. The trip should be quick and relatively painless, as you know the way from before and the enemies should be easy for your stronger group to dispatch.



Use Josef's help to reach the hidden room hiding the Snowcraft.

Down in the mines, step into the room containing the blue rock. Approach the top of the right-hand wall, face it, and press  to inspect it. Josef opens the hidden passageway for you, leaving you free to walk through the apparent wall and into the hidden room. Inside is a chest containing the **Snowcraft**. Take it, and leave the mines.



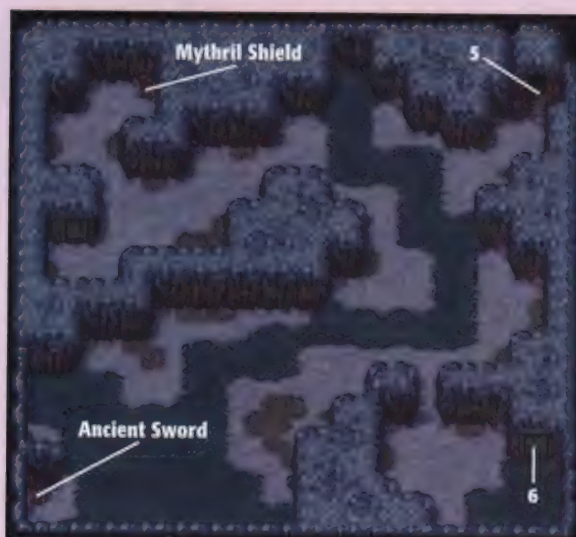
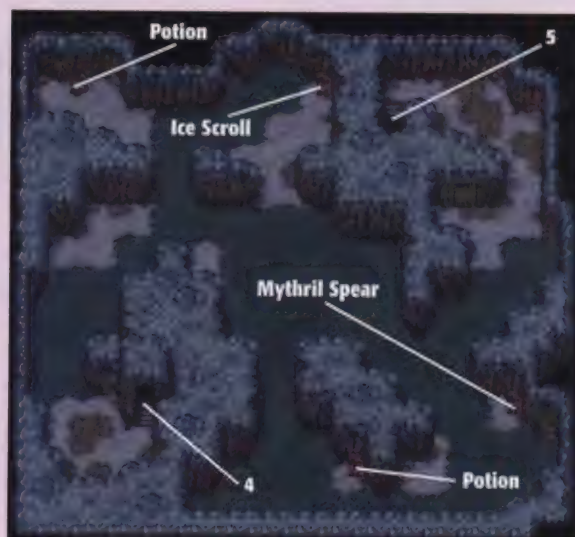
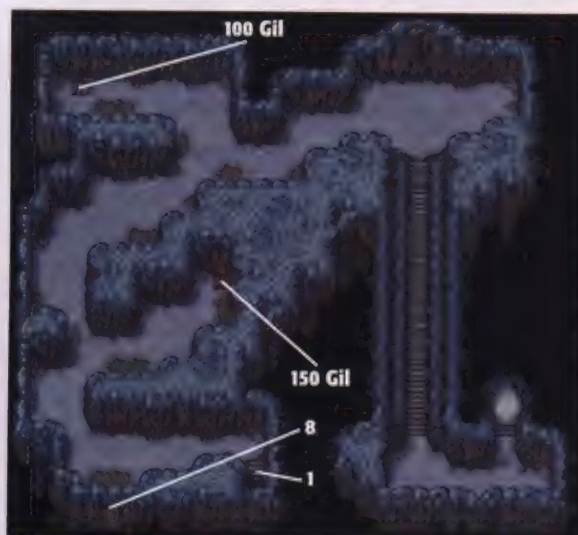
At last you know the purpose of the strange blue rock!

The Snowcraft acts much like the Canoe, allowing you to cross heavy snows that otherwise would act as a barrier. The main difference is that while on the Canoe you are safe from enemy attack, but the Snowcraft offers no such protection. To reach the Snowfield, head back up the river from the mine entrance. Rather than heading back east to reach Salamand, head directly north. The entrance to the Snowfield is a gap within the gray-colored mountains sprawling north along the coast.



SEMITT FALLS

SNOW CAVERN



CHAPTER 4





ITEMS FOUND

Notus	Potion
Battle Axe	Mythril Spear
Antidote	Mythril Shield
Mythril Mace	Ancient Sword
Potion	Silver Plate
Ice Scroll	Goddess's Bell

Snow Cavern Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
ICICLE	60	17	17	2	FIRE	2	12-100
YETI	45	9	4	2	FIRE	2	12-100

The trip across the Snowfield is not too bad. The Yeti are fairly easy to fight, and the Icicles, while a bit tougher, do not show up often out in the field.

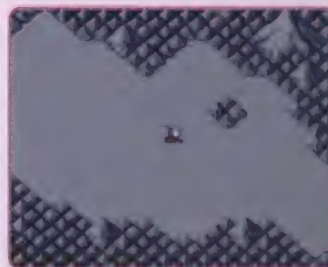
Snow Cavern Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BALLOON	20	9	0	1	FIRE, BOLT	1	3-25
DEADRINGERS	80	25	17	2	PARALYZE	2	12-200
FLOATING SKULL	45	17	9	2	FIRE	2	6-50
GHOUL	60	17	4	2	FIRE	2	25-200
GOBLIN	6	4	0	1	NONE	1	6-50
GOBLIN GUARD	10	4	0	1	NONE	1	6-50
GRENADE	60	25	17	2	FIRE, BOLT	2	6-50
ICICLE	60	17	17	2	FIRE	2	12-100
SHADOW	45	17	9	2	FIRE	2	12-100
YETI	45	9	4	2	FIRE	2	12-100
ZOMBIE	30	17	0	1	FIRE	1	6-50

Within the Cavern things get more dangerous. Grenades and Ghouls have a decent amount of HP, and their Self-Destruct and Analysis attacks can hurt your party. The Shadow does not show up often, but it can inflict Darkness on your group, which is a permanent status effect and can only be removed by Esuna or Eye Drops. The Deadringers however are the worst of the bunch—they have high HP, and hit very hard, whittling your party down quickly if you're not careful. They sometimes drop a Battle Axe, which can be sold for extra Gil.

THE GREAT WHITE NORTH

Use the Snowcraft to travel directly east through the Snowfield, navigating past rocks and mountains as you go. The Snowfield is quite wide, and the entrance to your destination is at the eastern end, located within a cluster of rocks toward the north edge of the field. Return to Salamand to heal when necessary—the Snow Cavern is another zone that does not allow use of the Warp spell to reach the outside which makes for a longer trek to the surface, and with the stronger enemies your party may lose HP and MP quickly.



SNOW CAVERN





Even when you've reached the cavern you have a long journey through the dungeon in front of you.



Enter the cave when you have prepared and climb the long staircase to the top. The path along B1 is fairly straightforward, winding west, south and finally back east. Just don't forget to step into the side rooms to open the treasure chests containing 100 Gil and 150 Gil along the way to the stairs leading down.

On level B2, follow the passage north to a flooded passageway then around and south to another staircase leading to B3. Take the stairs, then head west onto B3 and follow the watery passage north, west, and a short way south to collect a **Notus** from a treasure chest. Keep this ice-creating item for future use. Return to the entrance and follow the southern passage, wading north at the fork. This passage leads back up to a separate section of B2.

Obtained **Notus** from the treasure chest.



This Notus can come in quite handy in a short while, so hold on to it.

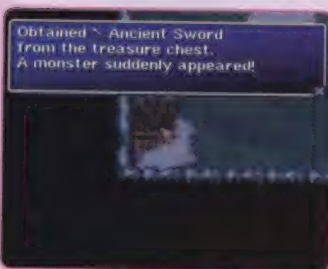
Back up on B2, follow the passage to the fork. Go east along the fork to reach a chest with a **Battle Axe**. Heading back west at the fork leads first to a chest containing an **Antidote**, then to a third chest holding a **Mythril Mace**. This last chest is guarded by a group of Grenades, which attack as you open the chest. After beating this group of foes, head back to the stairway and back down to the previous fork on level B3.

NEED A REST?

If the group is starting to run down on strength, this may be a good time to return to the town to rest. As your party should be gaining more Gil from these tough enemies, you may even wish to return to some previous towns to upgrade any old equipment to mythril, or pick up spells. If you travel further down in the dungeon, the trek back is even longer and more painful, and you have a tough journey ahead.

Back on B3, follow the fork south this time, continuing along the passageway as it turns west and eventually leads to a stairway down to B4. On this lower level, first head northwest to pick up a **Potion** from a chest. Directly east from the first chest is another containing an **Ice Scroll**, which goes to your black magician if he or she does not yet have this spell. Otherwise, equip it in one of your party's item slots. Going south from here leads to another chest with a **Potion**, east of which is a fourth treasure chest containing a **Mythril Spear**. The passageway to the north of this last chest leads to another stairway leading to B5.

Obtained **Ice Scroll** from the treasure chest.



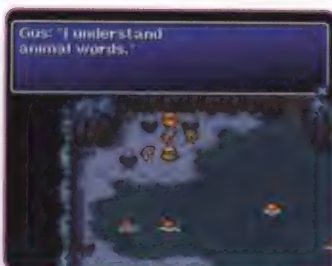
While there are two guarded chests within this dungeon, neither fight is as dangerous as the one against the Spiketoise.

Now you are almost to the end of the dungeon, but don't relax yet. Some of the toughest fights lay ahead of you. Head directly west to claim a **Mythril Shield** from a treasure chest in the northwest corner. To the southwest corner of the level is another chest containing a powerful **Ancient Sword**, guarded by Shadows and Ghouls. Just be careful in using this sword—while it is strong, it is difficult to land a successful blow with the weapon if your sword skill level is low. As your sword level gets higher and you are able to land more blows with it, as it has the benefit of hitting most enemies with the Curse status effect, including bosses. Curse greatly reduces the attack power and defense of an enemy. If you've purchased a **Mythril Sword** for any swordsman in your group you may be better off keeping that equipped for the time being. After taking the sword from the chest, head to the southeast corner of the level and enter the room found there.





Although surrounded by giant creatures, your party is in no danger here.



Gus: "I understand animal words."

Stepping into this room, your weary travelers get a chance to breathe easy for a moment. The room is filled with Giant Beavers, peaceful creatures that do not attack when you approach, and no other monsters are found within. Approach the Beaver to the northwest of the small cavern and try to speak with him. While most of your party cannot understand, Gus steps forward to reveal that he can speak with animals such as this, and he translates for your group. You can now use the Word Memory System to speak with this creature.

Have Gus ask the Giant Beaver about the Goddess's Bell. Step over to the right-hand wall of the cave and walk through the section at the very top to reach level B6 of the Snow Cavern.



Although the hidden passage twists and turns, it is easy to follow and doesn't branch. After various curves to and fro, you reach an area with a turtle-like creature and a chest below it. Open the chest to receive a **Silver Plate**, and equip it. Also, equip the Notus that was picked up earlier, along with the Ice Scroll if it wasn't needed to teach the black mage the spell. When you are ready, speak to the monster to begin a fight.



Luckily, you have plenty of opportunity to prepare before this tough fight.

ADAMANTOISE

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
450	50	75%	0	1	ICE	200-500
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
0	2	60	0%	50%	5	DIAMOND SHIELD
ABILITIES						
NONE						

The fight against the Adamantoise is much like that against the Spiketoise from Semitt Falls, except that it is even harder. Cast spells such as Blink and Shield right out of the gate, protecting your party members against the monster's harsh physical attacks.

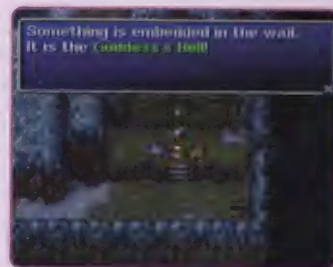


Like the Spiketoise, the Adamantoise is weak against Ice. Cast Ice repeatedly at the creature, even if it is your lowest-level elemental spell—Ice at level 1 still does more damage to the Adamantoise than Bolt at level 3. If you kept and equipped the Notus, you could end the fight with just that item! Even without it, with Ice being used each turn the fight should only last a handful of rounds before the beast is destroyed.



Even without it, with Ice being used each turn the fight should only last a handful of rounds before the beast is destroyed.

After defeating the Adamantoise, approach the wall behind where it had been standing and press **X**. Embedded in the wall is the Goddess's Bell. Once you retrieve the bell, a staircase lowers down, creating a path directly from B6 back up to B1. After reaching B1, it is a good idea to remove any of Josef's equipment that you wish to keep and put it in your inventory. Heal any characters that are low on HP, then follow the passageway to the north, curving east and returning the characters to the top of the stairway to freedom—which is blocked by a familiar figure.



SNOW CAVERN





Approaching the figure and speaking to the man reveals it to be Borghen, the leader who betrayed Fynn to the Empire and briefly took over command of the Dreadnought's construction. Due to your meddling, Borghen fears that his life is in danger from the Emperor because of his failures, and he attacks your party to gain his revenge.

BORGHEN

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
240	25	75%	1	3	NONE	400
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
20	1	17	40%	50%	4	NONE
ABILITIES						
NONE						

This fight isn't extremely deadly in itself, but if your party is too worn down from previous battles (and with Josef being unprotected if you wish to keep his equipment), there may be some small danger.



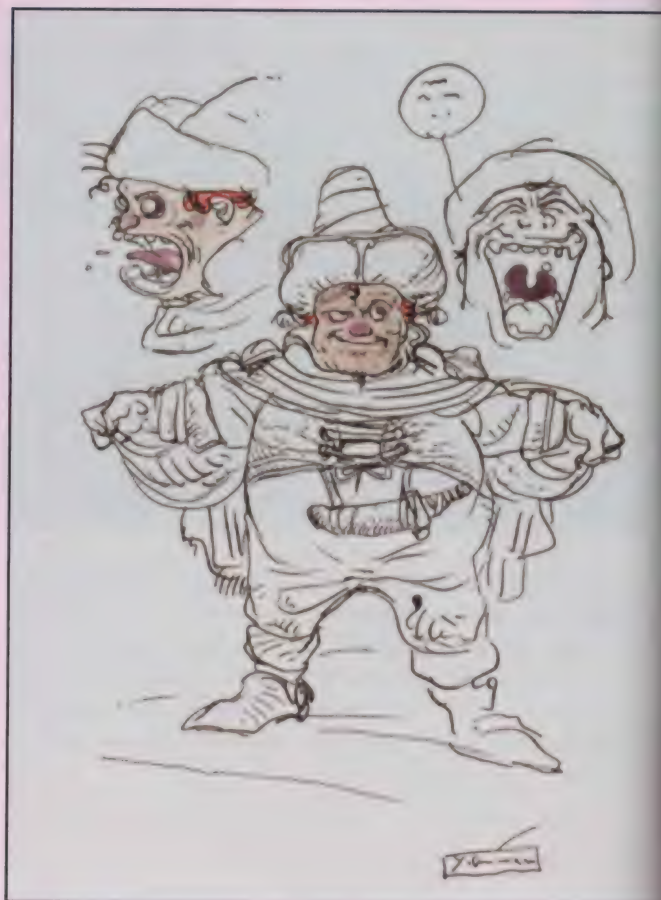
Still, Borghen has few HP and little defense for a Boss, and one round of critical hits from your group may well take him down. Even without the critical hits, just keep attacking him physically and with any of your black mage's stronger spells, and Borghen won't last long at all.



While you are quickly victorious against Borghen, he turns out to have the last laugh after all. Although he is dying, the scheming turncoat triggers a boulder to fall from the rear wall, which rolls down to pursue your party down the stairs, forcing a difficult choice for a party member.



Afterward, head back to Salamand, and continue on your quest. As one bright spot in an otherwise gloomy scene, any characters that had been KO'ed during the fight against Borghen are now revived with 1 HP.

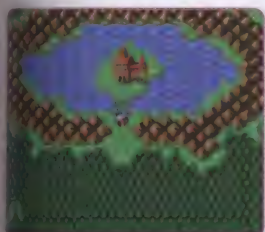


CHAPTER 4



CHAPTER 5

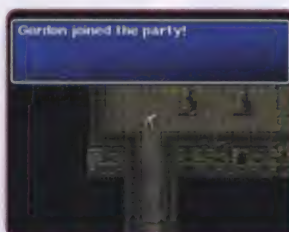
THE DESERTED CASTLE



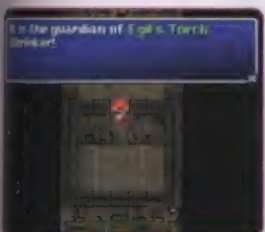
Find your way to Castle Kas'ion.



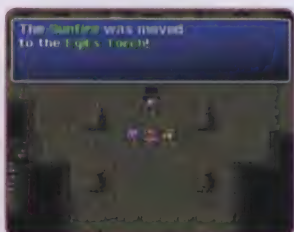
Open the gate to the castle using the Goddess's Bell.



Recruit Gordon into your party.



Make your way to the Shrieker and defeat it to claim the Egil's Torch.



Return to the first floor to claim the Sunfire using Egil's Torch.

A PAUSE TO REFLECT

Head back to Salamand, where your splintered party has the chance to rest and mourn. Josef's daughter Molly is naturally grieving, but she is in good hands for the moment, so you can leave her and continue on to Kas'ion in order to put the bell to use.



From Poft you can even take the ferry back to Paloom and travel to Altair if you haven't yet upgraded your armor to mythril.

Take the chance to rest at the inn, as your party is worn out and needs the break. Use the Gil you picked up to buy any spells in Salamand that you may still need, then head to Poft, where Cid runs his airship service.

When you reach Poft, pick up more mythril weapons if you have not yet replaced all of your old equipment. Round out your collection of spells a bit more between Poft and Bafsk now that you have money to spare. Once the shopping is done, turn your attention to reaching Kas'ion.

Castle Kas'ion is located to the southeast of Poft. It is nestled inside a double ring of mountains, with a few gaps in the south part of the range allowing access. If you have trouble locating it, check the World Map, or pay 400 Gil to have Cid take you directly to the deserted palace. If you do make the trek, the enemies in the field are mostly those found around the area of Poft and Bafsk, so the danger from that front is minimal.

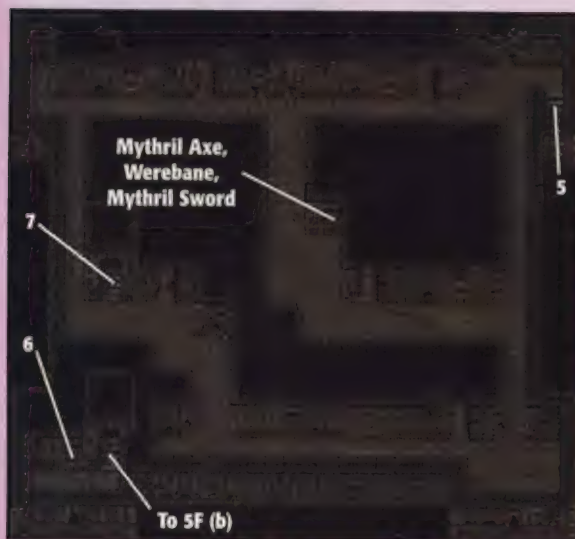
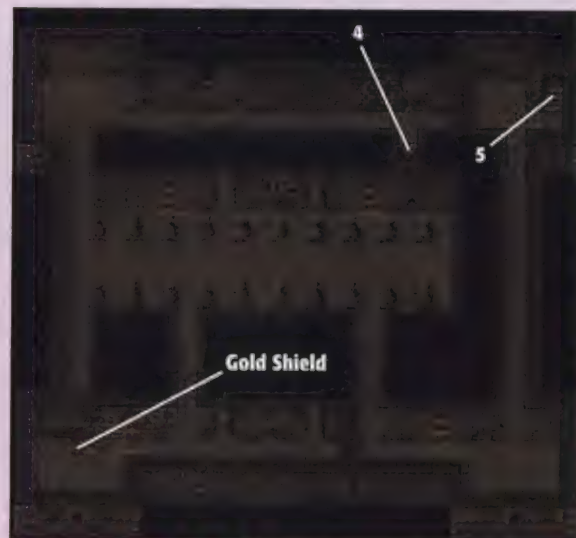
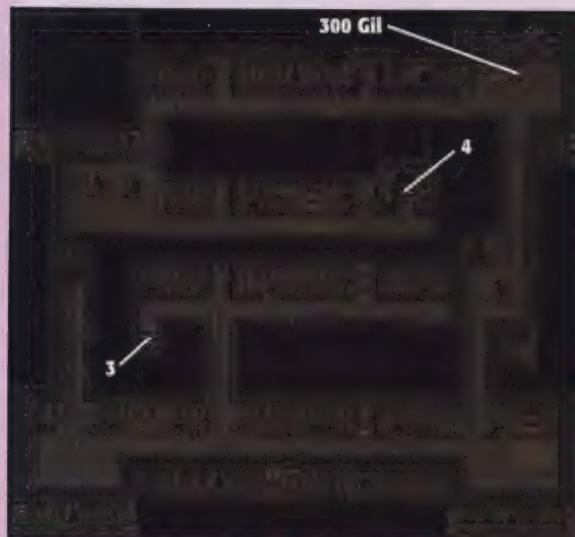
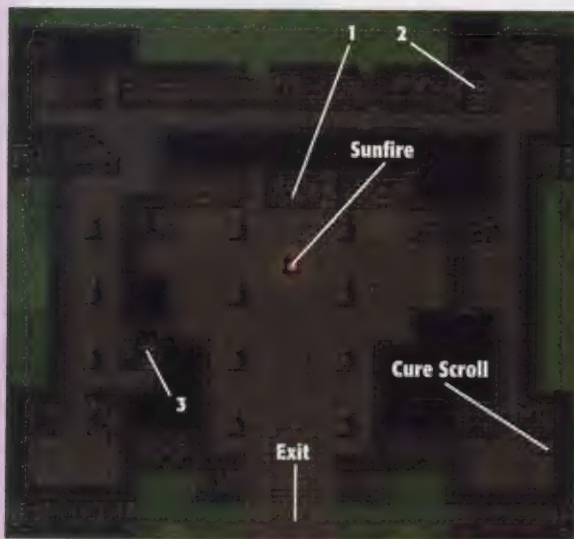
SPELL LIMIT

While there is a limit to the number of spells that each character can have available at a time, don't worry about that yet. By the time the spell limit becomes an issue you should have more than enough Gil to waste. So stock up on all the spells that you can now, since they may come in handy. You can always discard some of them later to make room for different spells.

POFT



CASTLE KAS'ION



ITEMS FOUND

Cure Scroll	Mallet
Gold Shield	Antidote
Mythrill Axe	Eye Drops
Werebane	Egil's Torch
Mythrill Sword	Sunfire
Golden Mail	

CHAPTER 5





Castle Kas'ion Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BALLOON	20	9	0	1	FIRE, BOLT	1	3-25
BLOODSUCKER	20	4	0	1	NONE	1	3-12
HORNET	6	4	0	1	NONE	1	3-25
QUEEN BEE	30	9	4	1	NONE	1	3-6
SOLDIER	45	17	9	2	NONE	1	6-50
STRANGLER	6	4	0	1	NONE	1	3-25
ZOMBIE	30	17	0	1	FIRE	1	6-50

Castle Kas'ion Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
ADAMANTOISE	450	50	60	1	ICE	5	200-500
BALLOON	20	9	0	1	FIRE, BOLT	1	3-25
BLOODSUCKER	20	4	0	1	NONE	1	3-12
FLOATING SKULL	45	17	9	2	FIRE	2	6-50
GHAST	100	25	9	2	FIRE	3	50-300
GHOUL	60	17	4	2	FIRE	2	25-200
GOBLIN GUARD	10	4	0	1	NONE	1	6-50
GOBLIN PRINCE	30	9	4	2	NONE	1	12-50
HORNET	6	4	0	1	NONE	1	3-25
MINE	190	35	25	3	FIRE, BOLT	3	25-200
OGRE	100	25	17	2	NONE	2	50-200
OGRE MAGE	140	25	17	3	NONE	3	50
QUEEN BEE	30	9	4	1	NONE	1	3-6
SHADOW	45	17	9	2	FIRE	2	12-100
SOLDIER	45	17	9	2	NONE	1	6-50
SPIKETOISE	140	35	35	2	ICE	3	25-200
STRANGLER	6	4	0	1	NONE	1	3-25
WERERAT	60	17	4	2	NONE	2	25-200
WRAITH	60	9	9	2	FIRE	2	25-200
ZOMBIE	30	17	0	1	FIRE	1	6-50

While the enemies out in the field and in the castle's first floor are simple, as you reach the second floor and higher of the castle you may be in for a rude awakening. Some of the new monsters, such as the Wraith and Ogre, are not much worse than anything faced before. However, Ogre Mages pound your group mercilessly with medium-level spells. From time to time you may even run into an Adamantoise, a creature that was a Boss in the previous dungeon!

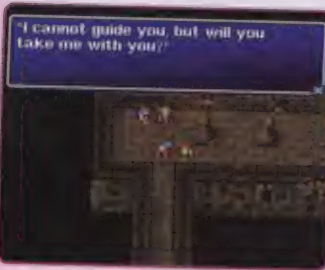
While it may be tempting to flee some of these tougher foes, hang in there. These tough battles improve your party's abilities, and the rewards, such as Diamond Shields and spell scrolls, are well worth the effort.

CASTLE KAS'ION



FOR WHOM THE BELL TOLLS

Enter the main hall of the castle and approach the flame burning strongly. Pressing \times confirms that this is the Sunfire. In order to take a bit of its flame you first need to find Egil's Torch, somewhere within Castle Kas'ion itself. Approach the barred gate behind the fire and press \times to bring up the Word Memory System. Select the Goddess's Bell from the list of Items, and the door opens before you.



A pleasant surprise awaits on the next level. Gordon, Prince of Kas'ion, has found some of his lost courage and come here ahead of you to try to retrieve the Sunfire. Although he does not make a good guide, he is still willing to join your party.



GORDON'S SKILLS

While Gordon starts out with less HP than most of your party, his general stats are all rounded out at a high level, including Intelligence and Magic. Although he starts with no spells, if you have the extra Gil to spare on a character that may not remain with your party for long, you should consider giving him a Black Magic spell or two to aid the journey. Ice is especially useful given the Adamantoise and Spiketoise enemies that roam around these halls. You can also give him some White Magic to give your group a third option for healing. One of the first chests in the castle contains a Cure Scroll. You could use it to get him off to a good start.

As far as weapons go, Gordon begins with a spear and shield, a reasonable combination. Unless it has been sold or equipped, you should have a Mythril Spear from the last dungeon for Gordon. Given his low HP, he should continue to use a shield at least until he builds up his health. Improve his other armor if you have better items in your inventory, including the helmet that he currently lacks.

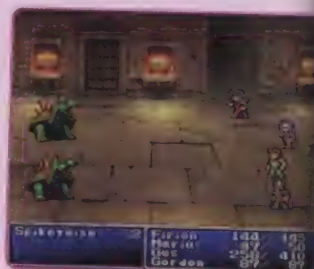


Any spare spells can be put to good use by Gordon now that he's in your group.

Continue along the 2F passage to a staircase leading back down to the first floor. When you reach the bottom of the stairs go directly south to find a **Cure Scroll** in a chest. Use this on your primary fighter or on Gordon to create an extra source of healing, or save it for use as a one-shot healing item. Head back north to the base of the staircase, then follow the other passage west and south, taking the stairs that lead back up to another part of the second floor, where things can really start to get tough.

ONWARD AND UPWARD

This area looks at first like a bit of a maze, but isn't difficult to navigate. Take the passage to the south, following it as it doubles back east and north, to find a treasure chest containing 300 Gil. Continue to follow the passage around to the west and south and finally back east, and it leads to the stairway to the third floor.



CHAPTER 5



TAKE A BREATHER

While the first floor enemies seem laughably easy to destroy, as you go further into the castle things get much more difficult. Not only do you meet new tough enemies, but from time to time a rare Adamantoise, the Boss from the last dungeon you explored, rears its ugly head as well! Just one or two of these creatures can severely wear down your group and leave you in need of a rest.

Luckily this dungeon allows the use of both Warp and Banish spells to get you out of harm's way quickly. The walk back to Bafsk or Poft is pretty long if your characters are low on HP. However, there is a mysterious forest just south of the castle that may be of use to a footsore traveler in need of transportation (see the "Chocobo Forest" entry in "Secrets" for more details).



Take this turn to reach the Gold Shield and its guardians.



Castle Kas'ion 3F is again a bit of a maze. Take the passageway west and south, and turn east into the larger hallway. Take the second southern passageway—the first that does not run along the wall—and turn west to enter a chamber with a chest containing a **Gold Shield**, as well as the group of Wererats guarding it. After equipping the Gold Shield (a useful item that helps protect against Poison), go back to the hallway and east, taking the third southern passageway this time. This passage soon turns east and then north, leading to the 4F staircase.

Once on the fourth floor, take the western passage and then turn down the first southern passage. Enter the first doorway that you reach to find a room with three treasure chests inside. The one on the left contains a **Mythril Axe**, the center chest holds a mace called **Werebane**, and the right chest holds a **Mythril Sword**. These weapons are the only treasures on the floor, so head directly to the southwest corner of the floor after looting the chests, and you find a stairway leading up to the fifth floor.

Now on the highest floor, take the east fork and follow the passageway north and all the way east, entering the doorway to the northeast corner room. This room also holds three chests. The one to the left contains a **Mallet**, the center chest holds an **Antidote**, and the chest on the right holds **Eye Drops**. Exit the room and head back west along the corridor, this time turning south into the room containing the chest. This chest contains a **Golden Mail**, but be careful—the chest is guarded by a group of Mines. These monsters are tough, and you may have to cast Life spells if they use their Self-Destruct ability, though Shell can help to reduce the impact. Attack them head-on and use your Fire and Bolt spells between healing.



These Mines are tough enough when they attack, but their Self Destruct ability is especially nasty.



While it may look at first like your path is blocked by fire, this is actually a dangerous monster. Be prepared!

After defeating the chest guardians, take the south exit out of the room and head west. This passage leads to a staircase heading back down to a second section of the fourth floor. Once you reach this small section, enter the doorway to the room, where you can see a strange flame barring the doorway. This flame is the

Shrieker, guardian of Egil's Torch. Make certain you are fully healed and still have enough MP for healing during the fight before you approach. If you still have the Magiconch that Mindu had equipped when he joined the group, this is a good time to equip it on one of your characters. Prepare an Antidote or two in case a character falls victim to Poison while your healers are busy casting Cure and Life.



CASTLE KAS'ION



SHRIEKER

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
540	35	80%	1	4	NONE	12-100
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
30	1	40	60%	40%	5	NONE
ABILITIES						
BOLT 8, FIRE 8, ICE 8, MAGIC ABSORB, POISON 8						

This boss fight is in some ways very tough, but in other ways it is straightforward with a simple solution. The main goal is to survive past the fourth round, outlasting the Shrieker's MP.

During your first round, immediately cast Shell on the entire party. If one of your characters has the Magiconch available, use it on the character with the lowest amount of HP, or on your main white magician if they have around 100 HP or less. Attack physically with the other characters. Do not cast any spells on the Shrieker, as these heal it, even non-attack spells like Darkness, Faze and Banish.




For the first four rounds, the Shrieker blasts away with its eighth-level spells. It attacks your entire party at once with each spell, which means that any characters with low HP may well be KO'ed if you're not quick enough to heal them, but no one should be taken out in a single round.

During these first four rounds, focus on keeping everyone healed. Cast Cure spells on a single character with secondary healers, and if your main healer has a Cure spell of level 3 or higher, use a Cure spell on the entire party. If someone gets knocked out, revive him or her immediately. This is where having multiple characters with White Magic comes in handy, as one can revive, while another heals any other characters in danger of being KO'ed.

After the fourth round the Shrieker runs out of MP to fuel its spells, and it begins to attack your party physically. If you can make it to this point, you've more or less got the fight won. The Shrieker has a relatively weak physical attack, and while you still need to watch your characters' HP and keep them on their feet, most of your focus should be on physical attacks. Your opponent has a high defense, and it takes a while to whittle its HP down to zero with just your weapons, but be patient and you will be victorious.



After defeating the Shrieker, step inside the room to open the chest and claim your prize, **Egil's Torch**. Return to level 1—Using Warp or a few Banish spells are both good ways to do this—then approach the flame in the center of the first floor. Inspect it with , then choose Egil's Torch from the Item section of the Word Memory System menu. The flame moves from the brazier to Egil's Torch, and you now have the **Sunfire**. Time to return to Altair to figure out how to find the Dreadnought.

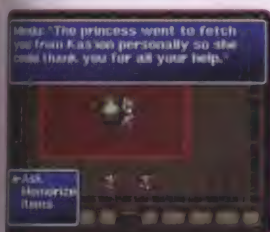


Although hard to obtain, Egil's Torch allows you to claim the Sunfire, so it is worth the effort to find.

CHAPTER 5

CHAPTER 6

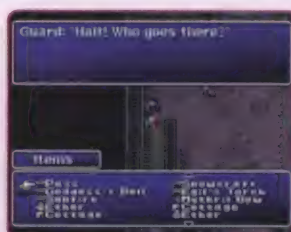
BACK TO THE BATTLESHIP



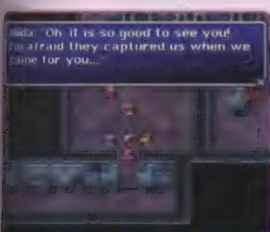
The Princess has been captured! Seek out the Dreadnought to rescue her and destroy the ship.



Make the long trek past Fynn to find the battleship.



Gain entry to the Dreadnought using the pass.



Rescue Hilda and Cid from their cell.



Fight the Hill Gigas to retrieve its treasure.



Make your way to the ship's engine and destroy the Dreadnought.

THE CHASE

As you step onto the bridge leading across the moat of Castle Kas'ion, your group pauses to watch a pursuit in the sky above. Cid's Airship is flying past, trying to shake the Dreadnought off its tail. As the chase disappears behind the clouds, events seem to be taking a turn from the worse.



The lack of the two familiar faces in the pub is worrying.

Worried as you may be, there is nothing that you can do for the moment but return to Altair to learn any news. A stop by the Pub in Poft all but confirms your fears—Cid and his friend have vanished, along with their airship. Get back to Altair, resting in one of the towns on the way back, or in Altair itself. Sell extra items that you picked up to keep them from cluttering your inventory.

Speaking to some of the villagers within the headquarters shows that things are even worse than you'd feared—Princess Hilda herself had been taking the Airship to meet you at the castle! Now finding the location of the Dreadnought is more important than ever! Your mission has just evolved from the simple goal of destroying the Dreadnought to a rescue mission.



SEARCH FOR THE DREADNOUGHT

North of Fynn Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
DEADRINGERS	80	25	17	2	PARALYZE	2	12-200
OGRE	100	25	17	2	NONE	2	50-200
OGRE MAGE	140	25	17	3	NONE	3	50
PHORUSRACOS	140	35	25	2	NONE	3	0
SOLDIER	45	17	9	2	NONE	1	6-50
SPIKETOISE	140	35	35	2	ICE	3	25-200
WARLOCK	80	17	9	3	NONE	3	50
WERERAT	60	17	4	2	NONE	2	25-200

Just north of Fynn the enemies are the same Hornets, Stranglers and the like, but around the area of the first forest to the northwest the enemies become more dangerous. Too many random encounters with Ogre Mages and the similar Warlock can leave your group battered and bruised before you even reach the Dreadnought. On the bright side, you can gather a nice collection of scrolls on this trip!

THE HIDING PLACE

Asking Mindu about the Dreadnought gives you a hint as to how you may find it. The Dreadnought may need to land to replenish supplies, which should give you a window of opportunity to sneak onboard and perform your rescue and destroy missions. The old man in the common room of the headquarters is even more helpful—he knows of a supply station of the Empire, located far north of Fynn. It's a slim chance, but Princess Hilda and Cid may not be able to wait long, so north of Fynn is your best bet.



Head to Fynn first, using the Canoe to travel along the waterways if you wish to avoid random encounters. When you reach Fynn, take a quick look on the World Map to get your bearings. Scrolling north and west along the narrow neck of land beside you reveals a large yellow dot that marks the resting place of the Dreadnought, but it's a long walk away, which means a long walk back to Gatreia if you need to rest, unless you've spent the extra cash for a Cottage or two.

OH CAPTAIN MY CAPTAIN

The Captains are still protecting the town of Fynn from attack, but by some point during this section or soon after you may be tough enough to handle one after a very tough match. If you want to toughen your characters up a bit before tackling a new dungeon, step inside the city walls and speak to one of the soldiers. These enemies are still extremely dangerous compared to your party, requiring the use of protection spells and plenty of reviving and healing. If you have a character with a high sword skill level, equip the Ancient Sword. The Captain is much easier to defeat if he is afflicted with Curse. Just make sure to save your progress before tackling one!



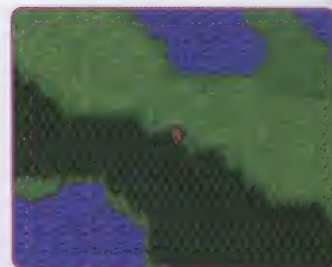
Unfortunately even if you defeat the foe the figure still reappears on the town field when you leave combat. This means that you can't defeat the enemy to sneak into any of the blocked areas. And if you do win, your party is likely worn down enough to require a trip back to Gatreia for rest and recovery. The risk is quite worth it, though, as they drop Flame Bows and Golden Mail on a regular basis. The armor is far superior to what you have now, and if one of your characters is a bow-user, the Flame Bow increases their attack power significantly. You're also nearly certain to have quite a few stat or skill increases in the bargain.

CHAPTER 6



Head north and west toward the yellow dot seen on the World Map. It's a fairly straight shot to the refueling station, so you should not get lost, although the long trip may make you think otherwise at times. Your main problem along the way is to avoid being worn down by random encounters. Try to manage your MP usage, keeping it to a minimum.

Eventually you reach a clearing with a cluster of forest on each side. In the center of the clearing stands the refueling station, with the Dreadnought nestled inside. Enter the ship as you would a town, and prepare for a tough road ahead.



DREADNOUGHT

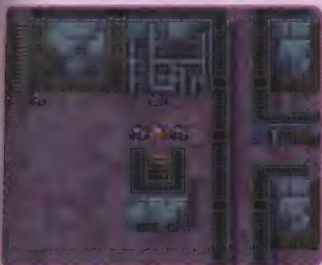
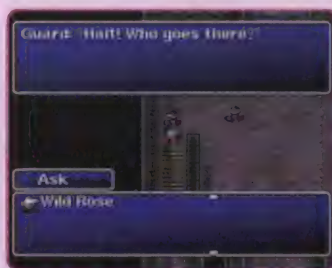
Dreadnought Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BALLOON	20	9	0	1	FIRE, BOLT	1	3-25
CAPTAIN	750	60	50	4	NONE	5	200-300
GHOST	100	25	9	2	FIRE	3	50-300
GHOUL	60	17	4	2	FIRE	2	25-200
HELLDIVER	140	35	17	2	NONE	3	50-300
MINE	190	35	25	3	FIRE, BOLT	3	25-200
SERGEANT	140	35	25	3	NONE	3	100-200
SHADOW	45	17	9	2	FIRE	2	12-100
SOLDIER	45	17	9	2	NONE	1	6-50
STUNNER	100	17	17	2	NONE	3	50-300
WARLOCK	80	17	9	3	NONE	3	50
WEREPANTHER	190	35	25	3	NONE	3	50-300
WERERAT	60	17	4	2	NONE	2	25-200
WRAITH	60	9	9	2	FIRE	2	25-200

As in Fynn, Captains only fight you if you speak to them, so avoid talking to any of the soldiers. Sergeants appear only when you loot one treasure chest. The rest of the monsters are not as tough, but they are still strong enough to wear your party down if you're not careful. While the trip back to Gatreia is long, don't hesitate to make it if your party is getting worn down.

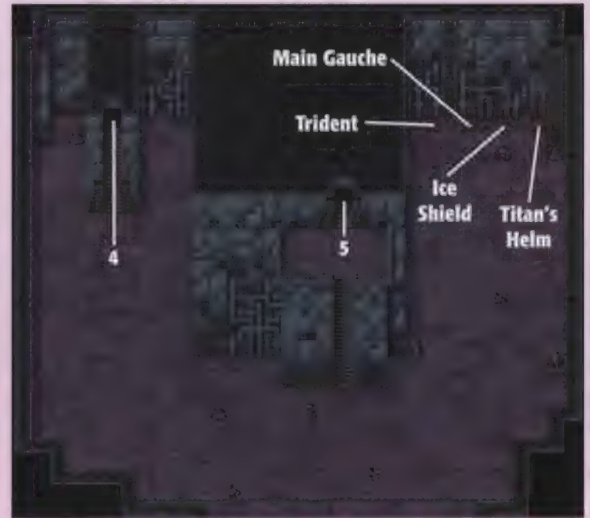
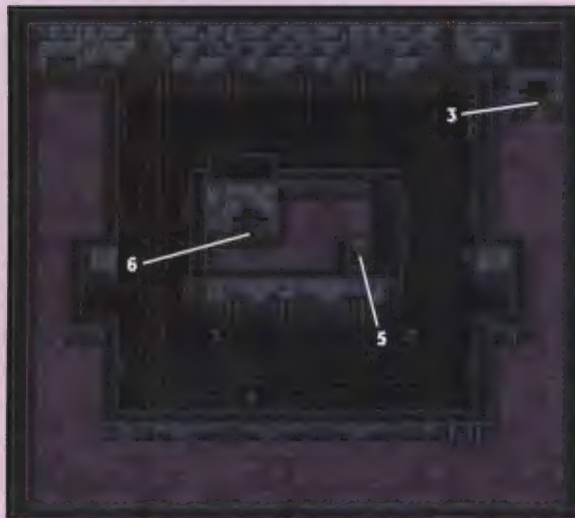
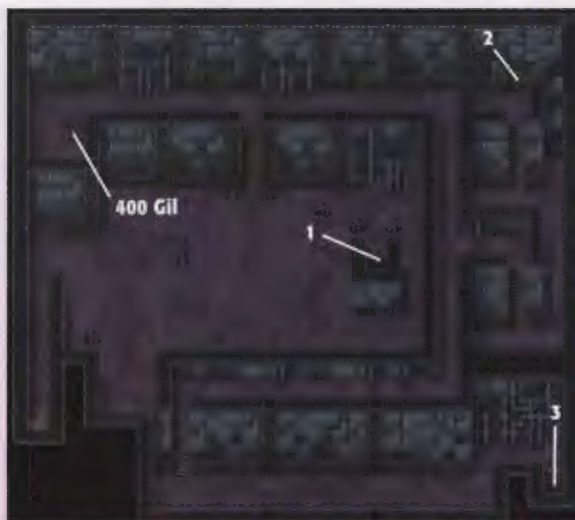
RESCUE MISSION

Enter the Dreadnought and walk up to the guard. He asks for identification and the Word Memory System menu pops up. Open the Items menu and select the Pass from the list. Do not choose any of the various keywords—the only keyword to get a reaction from him is Wild Rose, and that leads him to attack your party, starting a fight with one of the deadly Captains. It is possible to win this fight to gain access to the ship, but chances are high that your party would be wiped out, and even in victory your group would be very seriously hurt. So it's better to hand in the Pass and choose your fights carefully.



Even after gaining access to the ship, you must be careful. While the guard at the entryway was fooled by the Pass, the rest of the soldiers inside the battleship do not even bother to ask for an ID. They recognize you as rebels if you speak to them, and attack you immediately, triggering a fight with a Captain. You have a tough enough time ahead as the monsters here are dangerous and you cannot use Warp or Banish in this area. Speak to no one as you head east onto the ship's floor.

DREADNOUGHT



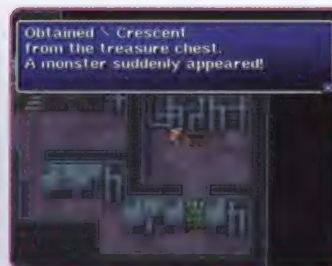
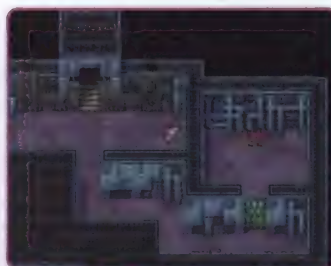
ITEMS FOUND

Crescent	Trident
Potion(X2)	Main Gauche
Shade Bow	Titan's Helm
Thief's Gloves	Ice Shield

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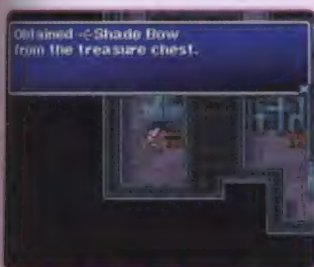


Head directly east to a staircase flanked by two Captains. Take the stairs to the second floor without stopping to chat. At the base of the stairs, head directly east to the wall. You can see a chest standing within a barred cell. Going along the passageway to the cell door would not help—it cannot be opened from there. Walk to the center of the entry room's east wall, and on through the wall into the cell. There is a hidden opening which allows you to step through to claim the **Crescent** within the chest. There is a group of Warlocks and Sergeants guarding the prize, so be careful. The **Crescent** is a very nice sword that can inflict Sleep on an enemy, so equip it as soon as you finish the fight then take the stairs back to the main floor.



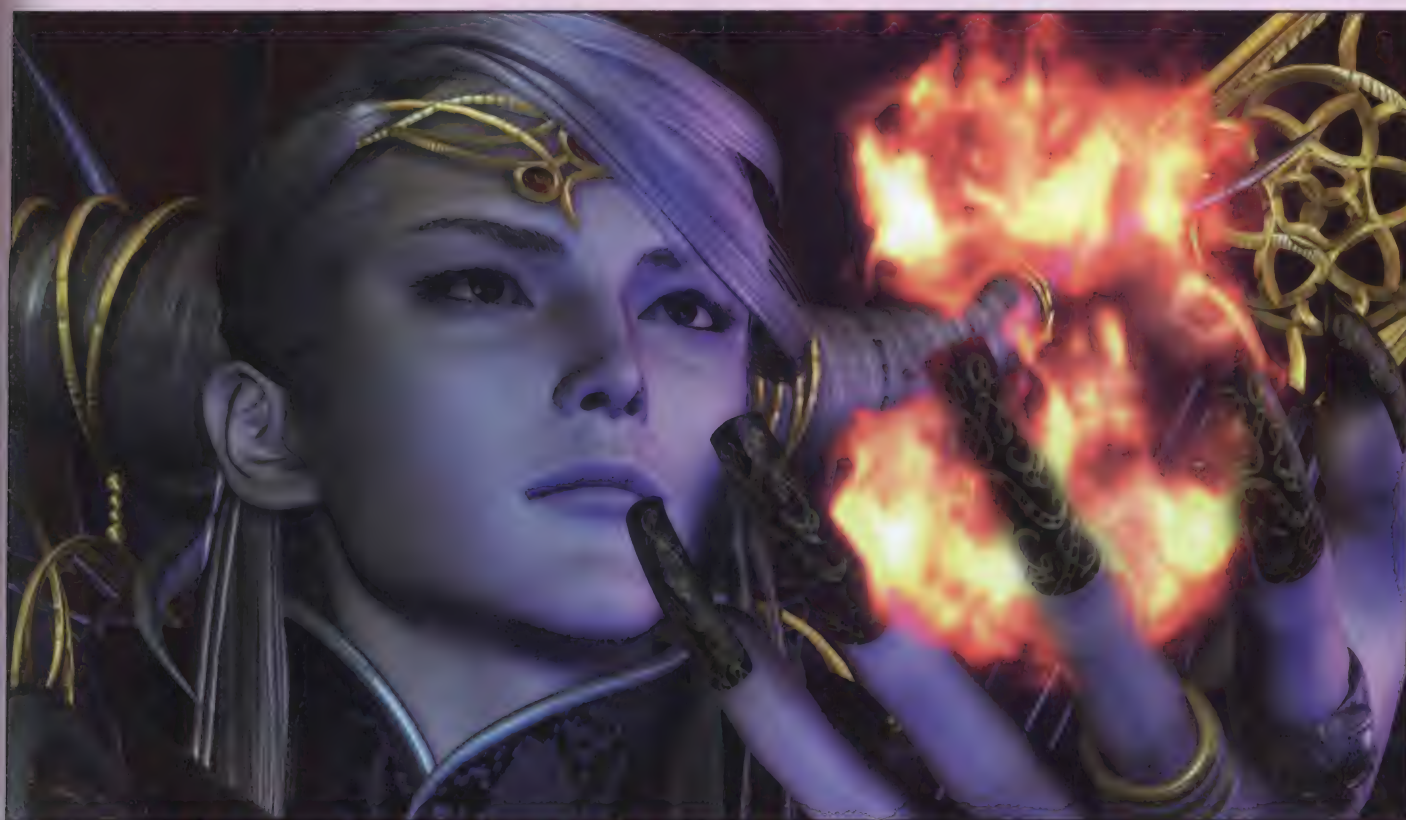
The Sergeants are less deadly this time around, now that your party has grown in strength.

Now that you've taken the treasure from this section of the ship, it's time to climb to the higher levels. Go up the staircase just to the west and north. Once you've reached the top, go west along the walkway and loot a chest containing **400 Gil**. Walk all the way back to the east along the walkway, turning south when the passageway curves. At the fork take the east passage, following as it leads down some stairs, turns north, then climbs back up another set of stairs. Enter the doorway at the end and take the stairway to the **Dreadnought 2F**.



Follow the new passageway until you reach a fork. Take the eastern fork to a room with two treasure chests, each containing a **Potion**. Return to the fork in the path and follow the branches of the path west to a chest containing a **Shade Bow**, another weapon with low accuracy, high attacking power and a nice side effect. Retrace your path and take the next southern branch to reach the nearby chest containing **Thief's Gloves**, a piece of armor that offers good protection and a boost to Agility. This is a good item to equip on your main white magician. Now you are ready to save the Princess and her brave pilot.

This bow may not be quite as useful if you've managed to pick up a **Flame Bow** already in your travels.

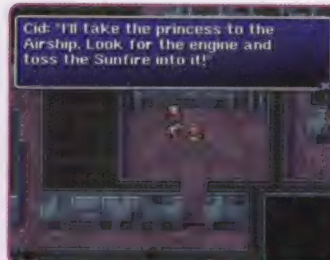
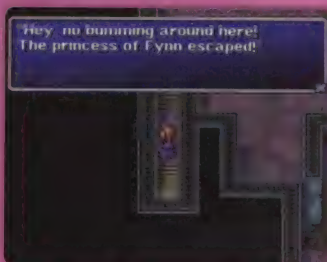


DREADNOUGHT



BEFORE ANY RESCUE ATTEMPT...

If your party is getting run down and you think you might need to take a break, do so now before rescuing the captives. Rescuing Hilda and Cid triggers a guard to stand back at the entryway, blocking any attempt to leave the Dreadnought until your mission is accomplished. Save to the Memo File before you open the prison, and be aware that you are at the point of no return.

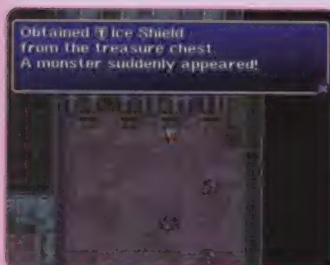


Head east until you reach a set of green prison bars. Within the cell you can just make out the form of Princess Hilda, with Cid behind her. Face the bars and press to force them open, and enter the cell to speak to the Princess, then to Cid. Cid

promises to help the Princess escape while you continue on your mission to destroy the Airship. As you are finished on this floor, head back to the stairway and return to the first floor. Now you just need to find the engine, and throw in the Sunfire.

DESTRUCTION FROM WITHIN

Follow the two stairways back to the fork in the 1F passageway, this time turning to follow it south. After a few twists and turns, it leads to a staircase to the Dreadnought 3E, where you can see the Captains scurrying back and forth far below you. Go south, west, and back north along the walkway to reach a doorway leading to a staircase, which in turn leads to the fourth floor.



This floor contains more Captains going about their business, ignoring you unless you speak to them, at which point they attack. Without stopping to talk, head all the way east, bypassing the stairs, then north to the row of four chests against the northern wall. Skip the second-to-right chest for now, and loot the other three, which contain a **Trident**, a **Main Gauche**, and a **Titan's Helm**. Take the time to equip the items and to heal and prepare, because the remaining chest contains an **Ice Shield** and the toughest monster in the Dreadnought—Hill Gigas. Your best swordsman should be equipped with the Crescent before



Just don't drop anything over the edge...

going into battle. Your bowman should also wield the Shade Bow for this fight, even if they've managed to find a Flame Bow.

HILL GIGAS

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
750	100	80%	1	4	NONE	200-400
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
0	3	60	30%	40%	5	TITAN'S TITAN'S HELM
ABILITIES						
NONE						

When the Hill Gigas appears, it may be accompanied by Soldiers, who are easy enough to dispatch. These are not your main problem, and you can safely ignore them if you choose so long as you can reach the Gigas with your attacks. There is also a chance that a Warlock may appear with the group, and in this case spend the time to destroy it before turning your attention to other matters.



The Hill Gigas hits very hard so spend your first round or two casting Blink and Shield, with Cure and Life ready to go if necessary.



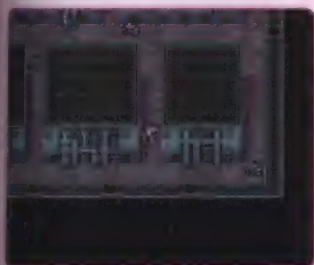
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While the Hill Gigas is hard to damage with physical attacks, it is susceptible to magical damage. Better yet, it is affected by the status effects inflicted by the Crescent and Shade Bow. Keep attacking with the Crescent as much as possible, and the Hill Gigas may well sleep through nearly the entire fight. Try to blind the Hill Gigas with the Shade Bow, even if your black magician is the one wielding it—this effect lasts through the whole fight once inflicted, giving your characters a better chance of dodging damage if the Hill Gigas manages to wake up for a round or two.



With your black magician(s), keep casting your highest-level attack spells. You have only random encounters after this fight, so don't hold back. You can steadily wear down its HP round by round until it drops. Don't forget to attack with your fighters as well. A lucky strike with a strong fighter can still do a good bit of damage, despite the Gigas' resistance.

After defeating the Hill Gigas you've got pretty smooth sailing in front of you. Go back to the center of the room and north, taking the stairs back to a new section of the third floor. Enter the doorway near the stairs, and take a second set of stairs leading to the fifth floor.



The layout is a nasty maze, and the Captains nearby can be nerve-racking, but leave them alone and they won't bother you.

The Dreadnought 5F is tricky—Captains guard various junctions and attack if you speak to them. Even if you manage to defeat one, it just reappears after the battle. You must navigate the maze around them. From the base of the stairs head east two steps. Take the passageway north to the wall and west to the corner of the floor, next heading south along the wall until you can take the next-to-last passage east. After this short passage, turn south again until you meet a wall, following it east until you can take the last passageway north before you would run into a Captain at the southeast corner. After heading north along the short passage, go back east to the wall, then all the way north. When you reach the northeast corner head west then take the second path south. A short passage leads back east, after which you turn south again, taking the first turn that leads west. There is a Captain in front of you, but he is not blocking your path from this direction. North of him is a doorway, which you must enter.

NOW OR NEVER

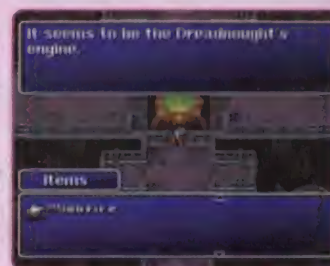
Although it may be a long trip back, if you've missed any of the chests go back to find them now. After you destroy the Dreadnought there is no way to return and finish off your Item Collection if you miss any of the Dreadnought's items.

Inside the doorway is your destination: the engine room of the Dreadnought. Go directly north to where you can see the strange glowing object that acts as the ship's engine. Press \times to inspect it and pull up the Word Memory System menu. Select the Items menu, and choose the Sunfire to toss it into the engine and begin the chain reaction to destroy the ship.



As you are about to leave, you are surprised by an appearance of the Black Knight. Luckily he is on another of the walkways, with the engine between, and he cannot reach you. He calls out to you however, and Maria seems to recognize the voice. You have no time to try to solve the mystery however, as you must find Cid and leave the Dreadnought before it explodes!

Don't worry about fighting your way back throughout the ship. Your characters automatically leave the engine room and follow the quickest route to where Cid is keeping his Airship in wait. As the Dreadnought self-destructs from the inside, the party leaves safely in his craft, being dropped off just outside Altair by the grateful pilot.



DREADNOUGHT

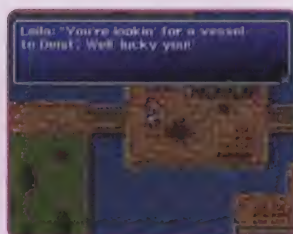


CHAPTER 7

THE LAST DRAKE



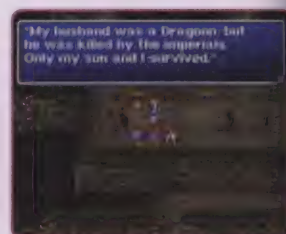
Hear the King's last wishes and undertake your new task.



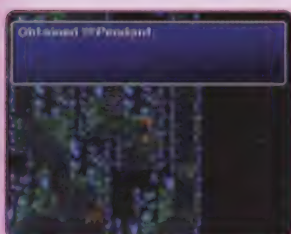
Hire a ship to take you to the island of Deist.



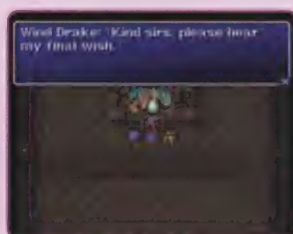
Fend off an attack on the high seas to recruit a new party member and gain new transportation.



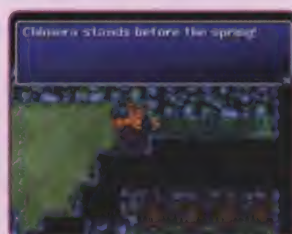
Navigate to Deist and enter the castle to speak to the mother and child.



Retrieve the Pendant from Deist Cavern.



Speak to the Wind Drake and hear its wish.

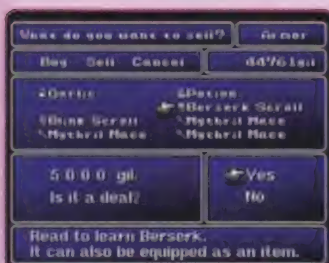


Navigate Deist Cavern and destroy the Chimera guarding the spring.



Place the Dragon Egg within the Spring.

THE PASSING OF THE REINS



Back in Altair, rest at the Inn and sell extra items you've collected. Some of the magic scrolls picked up after defeating Ogre Mages and Warlocks are worth an especially large amount of Gil if you have extra to sell. With all of this extra money, you may be able to start picking up some Ether or Phoenix Downs at the Item Shop. Don't equip anything new onto Gordon. In fact, if he's wearing anything that you really need for another member of the party, remove it at this time.

KEYWORDS LEARNED

Dragoons

Wind Drake



When you are finished in town, head into the rebel headquarters. Speak to the villagers inside the building to find that they are all worried about the King. Head into the King's room where the group automatically approaches his bed. His Majesty is dying, and as you approach he gives you all his final requests. Gordon is to take control of the army, Mindu is to head out on a mission of his own to retrieve something called the Ultima Scroll, and your party is to travel to Deist in order to enlist the aid of the Dragoons and their fierce Wind Drakes.

After witnessing a sad scene, step over to the throne room where Gordon has arrived before you. Now that Gordon is the leader of the rebel army, he can no longer travel with your party. Speak to him, and he tells you that the Emperor had intended to wipe out the Dragoons, which should help to enlist them into the rebellion. Memorize the keyword **Dragoons** and repeat it back to Gordon. You find that Dragoons are people that can speak with their dragon mounts, and you get the chance to Memorize the keyword **Wind Drake** in turn. Asking about the Wind Drakes provides some information. Ask the old men standing nearby in the throne room or waiting in the main hall of the building to get a bit more information. Mindu has already left on his own journey, and Hilda, currently in her own room, is acting oddly, so there is no reason to dally any longer. Head out to Paloom in search of a ship.

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THE SEA VOYAGE

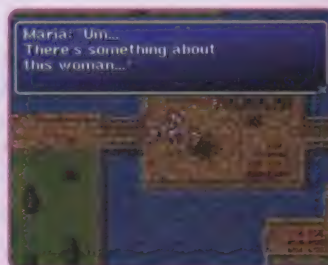
Encounters at Sea

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BUCCANEER	80	25	17	2	NONE	2	200-500
HELLDIVER	140	35	17	2	NONE	3	50-300
KILLER FISH	100	25	17	2	BOLT	3	25-200
PIRATE	45	17	4	2	NONE	1	100-400
SEA SERPENT	300	40	40	3	BOLT	4	50-300

The first part of the sea voyage is like a ferry ride and you remain safe from attack. After gaining control of a ship of your own, various sea creatures become random encounters. Luckily, most of the creatures are not deadly, although the Sea Serpent is a bit tougher than the rest. Cast a Bolt spell or two at it to kill it quickly, before it does much damage.

While most of the creatures appear at random, the Pirates show up as a very easy fight triggered by events, much like a Boss fight. They do not appear in regular random battles.

Immediately inside the entrance to Paloom you can see a new face standing out from the crowd. Just across the bridge to the city stands a woman who introduces herself as Leila. As luck would have it, she happens to be heading for Deist herself and is willing to take you along. While Maria is suspicious, Firion realizes that he shouldn't look a gift horse in the mouth and takes her up on her offer. As she goes off to prepare, exit the city. You can see Leila's ship a short way to the east on the coast. Walk over to it to board.



The ship immediately departs from the coast and starts on its way—but what's this? Once out to sea, the ship stops dead in the water. On deck, a group of sailors surrounds your hapless party. What seemed like a free voyage turns into a free-for-all as your group is attacked by a group of pirates out for plunder!

Don't worry about this fight—it's a very simple one. Even outnumbered eight-to-three you have a significant advantage. Attack these foes as you would those in any random encounter. They fall quickly, likely without leaving a scratch on your much stronger party.



Once she sees your great strength Leila is willing to accept any punishment that you have waiting for her and her crew. While on your current quest however, Firion is wise enough to realize that a friend and companion is better than a foe, defeated or otherwise.

Even after fighting eight enemies your characters should be practically unharmed.

LEILA'S BLADES

As you may note by checking her Status info or equipped items, Leila is a bit of a Jill-of-all-trades. She wields both a sword and knife, and also has a bow ready to switch in for the other weapons if need be. She also has a bit of skill with Black Magic, something that may come in handy in your travels.

Your best choice for Leila is to remove the Longbow and concentrate on her sword and knife skills. Replace her equipment with any better specimens that you have in your inventory, and swap out the Longbow for other items. It is good to use her from time to time as a secondary black mage as you never know when those few extra elemental spells may come in handy.



While gaining a fourth party member is good luck in itself, you now have something even better. Leila's ship is now at your command, which means that you no longer have to use a ferry or an airship to travel from place to place. With the help of the ship and the World Map, you can go just about anywhere you please! For now the scheduled destination is Deist, and the task directly in front of you is finding the far-off location.



OUT OF ORDER

While your quest leads directly to Deist, matters are not so pressing that you cannot take time to explore. One place that you may want to note is a strange Tropical Island located to your south. This Island is the location of an item that you need later in the adventure. The enemies are such that you should be able to easily conquer the area now if you so desire, picking up some nice items in both the dungeon and in the local shop to boot. In addition, fighting the enemies here can help to improve your party and allow it to better handle the even tougher enemies that you soon find in Deist.



If you do wish to make this small break in the order of events and tackle the island now, flip ahead to the section of the walkthrough titled "The Key to the Tower."

Another trip that you can make at this time is to sail to Mysidia. Even though it's a long journey filled with nasty enemies at this point, you'll find that the trip is well worth it. The best way to get there is to travel west from Altair and go past the island with the tower until you hit dry land. Exit the ship and walk south until you find it.

Mysidia is a town filled with mages. Because of that, its spell shop has by far the largest selection of spells in the world, and a lot of the premium spells, including Swap. This spell, through continuous use, will make leveling up your characters' various stats a heck of a lot easier. Swap switches the HP and MP of the character casting it with a selected enemy. After you connect with it and the battle ends, odds are very good that the character that cast it will receive bonuses for HP and MP, and sometimes a lot of your other stats as well. The odds of the spell landing are pretty low when you first start using it. The best thing to do is find a group of six to eight low-level enemies and target the entire group with it. Although the odds will still be low, you have a greater chance of it landing than if you target one enemy. This is also a great way for new characters that join your party to raise their stats in relation to the three main characters.

Mysidia also sells some of the most powerful equipment in their weapons and armor shops, so stock up now. This will improve your chances in battle against the more powerful enemies in the later stages of the game.



Bafsk is nearby to the west if you need to rest or restock at any point.

Refer to the World Map to see a small, curved channel located to the east and slightly south of your current location. Go to this channel and navigate through it to reach a wide-open stretch of southern ocean. Deist is far to the south and a bit to the east—

check the World Map again to see the castle and cave as two unlabelled dots on an island to the east of Bafsk. The proximity of the town means that you won't have a very long trip to make from Deist if you wish to rest and heal. Use the World Map periodically to check your location as you navigate toward the island, and make your way to the eastern or southern coast of the island to disembark, threading your way from there to the castle in the island's center.

SHIP NAVIGATION

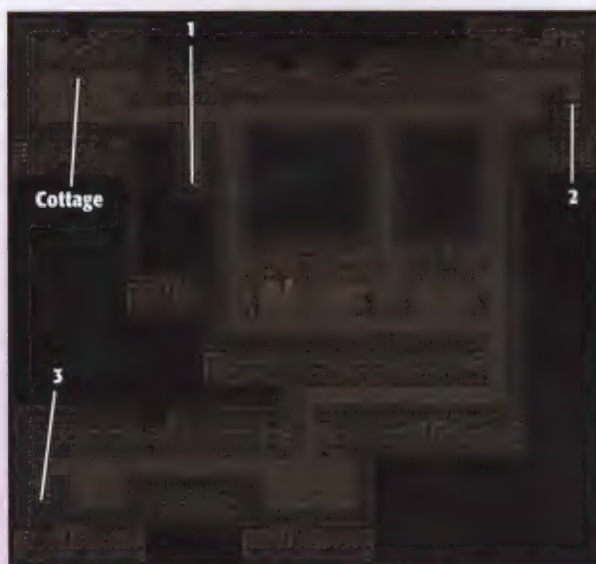
While it may seem more difficult at first due to the size of the ship and of the ocean that it sails on, using the ship to get around isn't much different from using the Canoe or Snowcraft, or walking over land. The main differences are that the ship travels over deep water while the canoe travels over the shallows, and that you cannot carry the ship with you. You must return to where you left it and re-embark if you wish to travel the oceans again.

If you can't remember where you left your ship, don't panic! Check the World Map for a blinking yellow dot that marks the location of any ship, including your own.

CHAPTER 7



DEIST CASTLE



ITEMS FOUND

Cottage	Mallet	Gold Needle	Unicorn Horn
Eye Drops	Wing Blade	Stop Scroll	Phoenix Down
Antidote	Saint's Spirit	Stun Scroll	
Cross	Sage's Wisdom	Curse Scroll	

Deist Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
GHOST	100	25	9	2	FIRE	3	50-300
GHOUL	60	17	4	2	FIRE	2	25-200
HILL GIGAS	750	100	60	4	NONE	5	200-400
OGRE	100	25	17	2	NONE	2	50-200
OGRE MAGE	140	25	17	3	NONE	3	50
SHADOW	45	17	9	2	FIRE	2	12-100
SLIVER	240	35	35	3	POISON	4	100-400
WRAITH	60	9	9	2	FIRE	2	25-200

The moment you set foot on the island of Deist you are in danger. Hill Gigas are especially nasty foes, and may turn up in pairs. The Sliver is a tough new foe, although not nearly as bad as the Hill Gigas. The main trouble with the monsters on the island is that you have no nearby place to rest, unless you are carrying a Cottage or two with you.



DEIST CASTLE



CASTLE OF DRAGONS

Directly inside the entryway of Castle Deist stands a young boy in an otherwise apparently deserted castle. For some reason, he seems to be afraid of you. Speak to him, and he quickly runs away, leaving your group alone and puzzled. Walk through to the next room, where you find the boy standing at the bottom of a set of stairs leading upward. Speak to the boy again, and again he runs away in fright. With not much choice to the matter, head up the stairs in search of the child and his mother.

Child: "I... I'm gonna tell Mommy!"



Jackpot!

When you reach the top of the stairs, look to the west for a treasure chest. Open it for a **Cottage**. Heading all the way to the east takes you to a new set of stairs leading back down. Take the stairs to the first floor, then take the passageway west to a door to a room containing eight treasure chests. Clockwise from the top left they contain: **Eye Drops**, an **Antidote**, a **Cross**, a **Mallet**, a **Wing Blade**, a **Saint's Spirit**, **Sage's Wisdom**, and a **Gold Needle**.

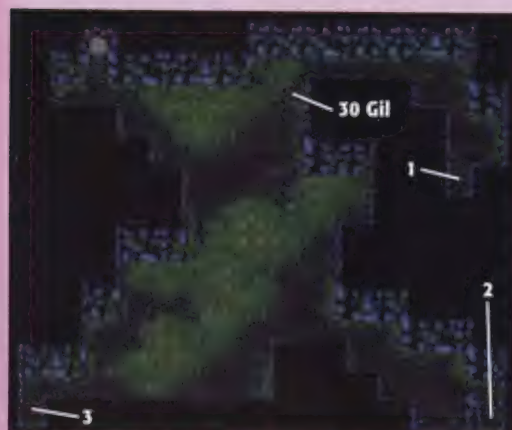
Go back to the base of the staircase and take the southern passage to two rooms—the one on the left holds three treasure chests containing a **Stop Scroll**, a **Stun Scroll**, and a **Curse Scroll**. These are new spells for the black mage, so go ahead and learn them. Back outside the room and to the west and south, another treasure chest sits alone. This contains a **Unicorn Horn**. Return to your search up on the second floor.

While the woman and child can be found in the center of the second floor, bypass them for the moment and follow the passage all the way to the south and west. This leads to yet another staircase leading down to another section of the first floor. Here, one chest sits alone, containing a **Phoenix Down**. Grab it and return upstairs, finally following the passages to the center of the floor where you find two rooms, with a woman and the boy standing outside the western room.

"In the room behind us is the last Wind Drake. It has been trying to speak to us, but I cannot understand it."

Speak to the woman to have her introduce herself as the widow of a Dragoon. Inside the room, she says, is the last remaining Wind Drake, very ill from poison. She cannot understand its words, but she knows of a special Pendant inside the Deist Cave to the north that will allow you to speak to the Drake as a Dragoon would. Before heading out to retrieve it you can ask her and her son for information about the Wind Drake and Dragoons, to give you a better idea of what's going on. Then return to the first floor via the northwest staircase, and return to the outside.

DEIST CAVERN



ITEMS FOUND

Pendant

Dragon Egg

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Deist Cavern Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
ADAMANTOISE	450	50	60	1	ICE	5	200-500
DEADRINGERS	80	25	17	2	PARALYZE	2	12-200
GHAIST	100	25	9	2	FIRE	3	50-300
GHOUL	60	17	4	2	FIRE	2	25-200
GIGANTOAD	450	40	40	3	ICE	5	200-500
HILL GIGAS	750	100	60	4	NONE	5	200-400
HOWLER	20	35	25	3	NONE	4	100-400
OGRE	100	25	17	2	NONE	2	50-200
OGRE CHIEFTAIN	300	40	35	3	NONE	4	300-500
OGRE MAGE	140	25	17	3	NONE	3	50
REVENANT	240	40	25	3	FIRE	4	300-600
SCREAMER	6	25	17	3	NONE	4	100-400
SHADOW	45	17	9	2	FIRE	2	12-100
SLIVER	240	35	35	3	POISON	4	100-400
SPIKETOISE	140	35	35	2	ICE	3	25-200
WRAITH	60	9	9	2	FIRE	2	25-200

During the trip to the cavern to fetch the Pendant, you don't run up against most of these enemies. Many of them lurk in the lower levels of the cave, and you first encounter them when you return on your second trip. Some of the monsters are familiar but still deadly, such as the Adamantoise and Hill Gigas. Others are new and still tough, such as the Howler, which casts a high-level fire spell, and the Revenant, a tough undead monster that hits very hard and drains your life. One monster, the Screamer, is only found within one of the treasure chests and not as a random encounter. Just take every step carefully through the dungeons, and don't be afraid to Warp out and rest.

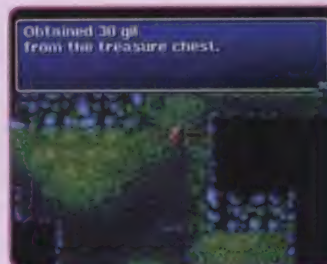
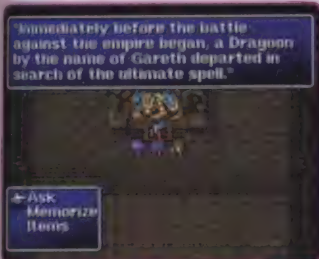
THE MISSING PENDANT

Your main goal is to fetch the Pendant from the cave, and this item happens to be close to the entrance. While you may want to explore at some point, you need to come back here soon anyhow, so any exploration can wait. For now, walk inside the Deist Cavern, where one of the first things found is a chest slightly to the east. Open it to collect 30 Gil. Continue to the northeast and take the stairs found at the end of the passage.



Upon reaching B2, look for a strange helmet, gleaming occasionally as it lies on the ground. Walk over to the helmet and inspect it. The helmet marks the resting place of a Dragoon, and beside the corpse you find the Dragoon's Pendant. Take the **Pendant**, and return to Castle Deist.

Back inside the castle, go directly to the room where the Wind Drake lies poisoned. Speak to it to find out that it is dying from poison and unable to rise. Ask first about the Dragoons to learn about one of their number, named Gareth, who went in search of the ultimate spell before disappearing. Then ask about the keyword Wind Drake—at this point, the dragon entrusts you with a final **Dragon Egg** to place within the cavern's Sacred Spring, giving the egg a chance to hatch rather than withering away. Trying to speak to the Wind Drake beyond this point is useless, as the dragon has only enough strength left to beg you to take the egg to the spring. Head back to the cave for a little more in-depth exploration. If you wish, take a quick side trip to Bafsk first to rest at an Inn.



DEIST CAVERN



DEIST CAVERN'S LOWER LEVELS



ITEMS FOUND

Mythrill Mail	Acid Bottle
Mythrill Helm	Flame Bow
Mage's Staff	Sage's Wisdom
Mythrill Gloves	Saint's Spirit
Mythrill Mirror	Knight's Armor
Mythrill Shield	Potion

EXPLORING THE CAVES

Deist Cavern is a large expanse of branching tunnels and levels, with multiple staircases per level leading to different sections of the lower levels. The instructions below give the most thorough way to explore the dungeon in one go, but if the going gets tough, you may wish to take the southwest stairs and conquer that branch of the dungeon immediately. Warp out from the bottom to rest, then return to explore the rest of the dungeon in a second attempt.

Also keep in mind that the Black Magic spell Banish can move your party directly to the next highest level of the dungeon. This can help to make some of the backtracking less dangerous for your party.

DEEPER INTO THE CAVERN

Once back in the cavern, head to the southeast of B1 where a staircase leads you to B2. Follow the passage north and west, where it branches off in all directions. Step into the room to the north and take the **Mythrill Mail** from the treasure chest. Take the next branch heading to the southeast to find a **Mythrill Helm**. Return to the fork and travel west until the path branches yet again to the north and south. Take the southern fork to retrieve a **Mage's Staff**, at which point you are attacked by the staff's guardians, a group of **Screamers**. These have only 6 HP each and you should take them out very quickly although you may wish to make the fight last a few extra rounds as these creatures "attack" with Cure spells. Once you do decide to end the fight, you have a choice of two new staircases to take.



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Return to the center section and walk south to take those stairs down to B4. Do not take the bridge stretching from east to west (it drops you down to a lower level and into a separate branch of the dungeon), but instead walk north to a chest where you can find a pair of **Mythril Gloves**. Continue around to the east and loot the chest sitting there. It contains a **Mythril Mirror**. Then return up the stairs to B2.



Some of the tough monsters in this area may demolish your party if you aren't careful, so use your Memo File often!

Now go back to the western fork of the dungeon and this time walk all the way to the north, following the path as it turns west and south to the other staircase. Take the stairs to B3, and head directly east to a chest with a **Mythril Shield**. Again, do not take the bridge that stretches from west to east across a gap. Follow the path that leads north along the western edge of the chasm, taking the other bridge from south to north, and continuing along the ledge until you can take new stairs to B4.

Down on B4, head to the northwest section of the room where you find a chest containing an **Acid Bottle**. Go south and take the stairs down to B5, where your main goal awaits. Walk along the passage to where you face a choice of four doors. Take the second door from the right to reach the Boss of the level, the

Chimera. Before approaching, heal the group fully and prepare for battle. When you are ready, speak to the Chimera guarding the spring to begin the battle. This is a very tough foe with nasty magic. If you have any **Magiconch** or other items to help protect your group from magical damage, now is the time to equip it. A **Saint's Spirit** to increase your white mage's spirit for the battle is also a good item to equip.



The bridge to the west isn't sturdy, so don't step out onto it for now.

taking the other bridge from south to north, and continuing along the ledge until you can take new stairs to B4.



CHIMERA

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
640	60	75%	1	3	NONE	300-600
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
80	4	50	50%	50%	5	NONE
ABILITIES						
BLAZE 7						

The first thing to beware of is that the Chimera can show up in groups of anywhere from one to four monsters. While the general strategy remains the same in any case, the more monsters you have, the deadlier the fight becomes. With multiple monsters, focus your attacks on one creature at a time to get rid of it as quickly as possible. Use your Memo File and reload if necessary.




While the Chimera's physical attack is nasty, its main danger is in its powerful **Blaze** spell, which hits all of your party at once for hefty damage. To lower this risk, cast **Shell** immediately. If you can use a **Saint's Spirit** to increase the power of this and other white spells, so much the better.

After the first round, the goal is to keep everyone as close to max HP as possible, using either targeted or group **Cure** spells as the situation warrants. Expect to have to revive characters a few times, possibly using a group **Life** spell to revive multiple characters at a time. Whatever you do, make certain each round that at least one character with a **Life** spell has enough HP to last through to the next round.

Aside from protecting yourself from spells and healing constantly, concentrate on taking the Chimera down as quickly as possible. It is vulnerable to both magical and physical attacks, so use the most powerful attack for each character to chip away at its HP and try to take the monster down before it wipes out your entire group.

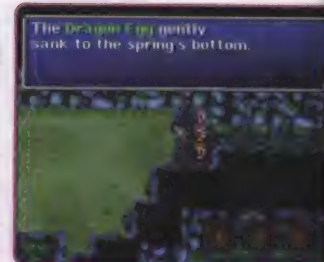


DEIST CAVERN

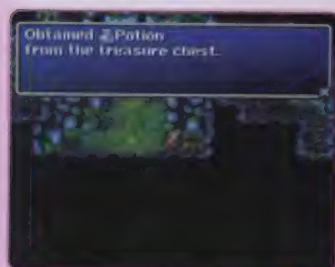
After the Chimera is gone you have a clear path to the Sacred Spring. Approach it and press  to pull up the Word Memory System menu. Select the Dragon Egg from the list of items, and you place the egg into the Spring in order to allow it to hatch, in time.



Now that your mission is accomplished, finish looting the treasure within the rest of the cavern. Go all the way east and south through the "wall" to head back through the doorway. Take the stairs back up to B4, crossing the room and heading back to B3. Follow the ledge back around across the first bridge, and this time step onto the east-west bridge leading across the chasm. After a few steps, you plummet through the bridge to the fourth level down. This is part of the section extending down from the third staircase on B1.



From your landing spot in the southwest corner of the floor, head to the northwest. Take the stairs leading down to another section of B5, where you can follow the passageway south and east to an area containing four chests. In the northern part of the fork, the left chest contains a **Flame Bow**, the middle contains **Sage's Wisdom**, and the bottom chest contains **Saint's Spirit**. In the southern branch, the remaining chest contains a **Knight's Armor**, guarded by Adamantoise.



Now it just remains to return to the last chest on B2. Head back up the stairs to B4, then cross to the eastern side of that room where you find stairs leading up to B3. There, follow the only passage up to B2, where in the room to the west has a **Potion** in the last remaining chest in the cavern. When you are done, either cast Warp to leave the dungeon or continue west to the stairs that lead back up to the southwest corner of B1.



The Adamantoise is still tough, but not as deadly as the first time you fought it, even in a group.

While one small **Potion** may not seem worth the rest of the trip up to B2, it's needed to fill out your Collection Data.

Stop by Castle Deist to check up on things. After getting updated on the solemn events, return to Altair empty-handed, with neither a Dragoon nor a Drake to accompany you.

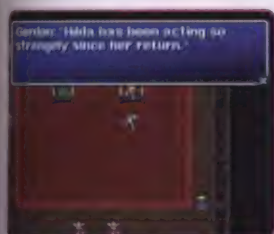


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CHAPTER 8

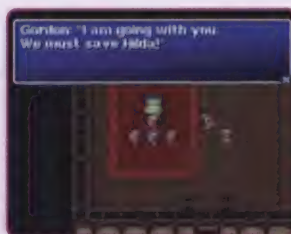
LIVE IN THE ARENA



Check on Princess Hilda to calm Gordon's worries.



Fight the Queen Lamia when she ends her deception and attacks.



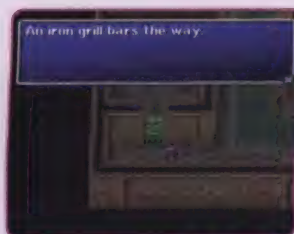
Let Gordon take Leila's place while you go rescue the real Princess.



Travel to the Coliseum in Palamecia.



Fight the Behemoth in the Arena.



Be taken prisoner by the Empire.



Break out of prison, rescuing Hilda along the way.

SWEET DECEPTION

Now that you have done your best to fulfill the King's last wishes, it's time to return to Altair to see what else can be done for the rebellion. Make the long sea voyage back to the coast just outside Altair. Enter the town and head into the now-familiar headquarters, stopping on the way to rest and manage your inventory. Be forewarned—Leila soon leaves your party for a short while, but directly after a tough fight, so while you may wish to remove important items from her, try not to remove too much. She needs all the strength that she can get before she leaves.

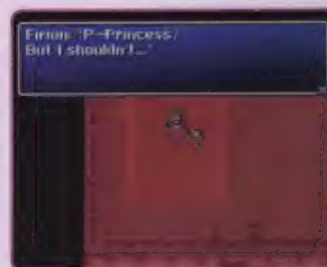


Back with the rebellion, it seems from the villagers' talk that the Princess is still acting very strangely. Gordon is also worried—when you speak with him in the throne room, he asks you to go check on her and see what you can do. Going to the Princess' room at the southeast of the building, you find her standing just within the doorway, waiting to speak with Firion alone. The rest of the party steps outside, leaving the Princess and Firion together.

As the door closes behind his companions, Firion notices that the air seems to glow strangely. Within the odd atmosphere, the Princess attempts to seduce him, who suddenly cannot seem to resist. As he approaches the familiar figure of the Princess it suddenly changes, leaving a monster standing where Hilda appeared to be a moment ago. As the creature attacks however, Firion's companions hear the commotion and enter the room to help him, and the fight begins.



If you need to rest, do so at the Inn in Altair before heading to the headquarters.



LAMIA QUEEN

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
1290	50	95%	2	7	NONE	10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
370	8	50	75%	40%	7	DIAMOND PLATE, GOLD HAIRPIN
ABILITIES						
BLINK 16, ENTICE 9						

The Lamia Queen has a powerful attack that inflicts Sleep on one character. The first order of business is to cast Blink on your party, with Shield being a secondary consideration. Don't take too long to prepare however—she can also cast Blink on herself, making her difficult to hit. She may also cast Muddle if given the chance, so try to end the fight quickly, before this happens.



Both physical and magical attacks work well against the Lamia Queen. If she does cast Blink on herself, stick with magical attacks from Leila and your other black magician as much as possible, since physical attacks would probably miss.

If the monster manages to get an Entice spell or two off to Muddle your characters, your priority is to get rid of it. If you've managed to level Basuna up to level six or higher, use that. The more painful way to handle the situation is to try to KO the confused character before they can do much harm. After a character is KO'ed any status effect disappears, so you can revive them again the next round.



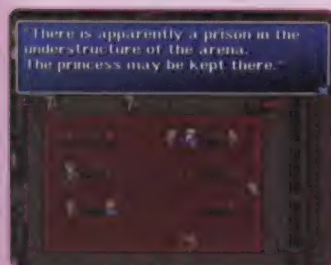
The other big problem is if the Lamia Queen manages to put a character to sleep that was just about to perform an important task, such as casting Cure or Life, the task then goes undone. Because of this, consider doubling up on some tasks, having two characters Cure someone low on HP or having multiple characters cast Life, just to make certain that one of them manages to complete the task.



As the fight ends, your group is left pondering the obvious question—if this was an imposter, where is the real Princess Hilda? Immediately a messenger tracks you down with the answer to that question. Hilda, who apparently had a double substituted for her back on the Dreadnought, is still a captive of the Empire and is about to become the prize in the Emperor's upcoming tournament! You cannot let this happen, and Gordon also feels that he cannot sit idly by while the Princess is in danger. So Leila leaves your group for the time being, and Gordon takes her place as you head off to find the Princess.



TO ENTER THE TOURNAMENT



Asking around at the rebel headquarters you learn that the Arena is in Palamecia, which in turn is far south from Kas'ion, across a dangerous desert. The arena has a prison underneath, which may be a good place to find the real Princess. After asking around, heal your wounds after your tough fight by resting at the Inn and make a quick stop at the Item Shop to pick up a few Gold Needles—some of the monsters where you are heading have a chance to petrify your party—then re-board your ship for Palamecia.

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From Altair, Kas'ion is directly to the east. Remember however that the Chocobo Forest is just south of that, and if you like you can leave your ship off the coast of Kas'ion and take a Chocobo to the arena. Of course, you then have to make the trip back on your own. Crossing the desert also gives you more of a chance to toughen up, especially for Gordon, and to gather all the desert monsters for the Collection Data. If you wish to take a Chocobo, head directly east and leave your ship off the coast near Kas'ion, walking east between a narrow gap in the mountains. Otherwise, take your ship east then south, as the shortest way is to walk through the gap in the mountains to the southwest of Palamecia.



Make your way past the mountains to reach the desert of Palamecia.

Palamecia Desert Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
ADAMANTOISE	450	50	60	1	ICE	5	200-500
ANTLION	370	50	40	3	POISON, ICE	5	200-500
CHIMERA	640	60	50	3	NONE	5	300-600
GIGANTOAD	450	40	40	3	ICE	5	200-500
POISON TOAD	300	35	35	3	ICE	4	50-100
SAND RAY	450	40	40	3	NONE	5	300-600
WILD HORN	300	40	35	3	NONE	5	100-400

As one of the villagers in Altair warns, the monsters in the Palamecia desert are deadly. Luckily you have experience with some of them such as the Adamantoise and Chimera, so you shouldn't be taken by surprise too badly. Don't let your party get too worn down before entering the Arena. Once you enter and trigger the fight against the Behemoth, you cannot leave until your task is finished. Take a Cottage along to use before entering the Arena itself if you can afford it.

DESERT DUEL

As you cross toward the east side of the desert, a brown circular building below a castle perched amidst the mountains comes into view. The castle is unreachable, but you don't need to worry about that for now. The arena that you are searching for is the brown building at its base. Enter it, and walk through the large central arena toward where the Emperor sits on his throne at the top of the stairs.

Upon reaching the top of the stairs, two sets of bars appear, blocking the party's exit. As the Emperor calls for the fight to begin, a cell to the side opens, unleashing a fierce monster called the Behemoth. It looks like it's time to win the tournament!



Dangerous as the desert crossing may be, it's a good chance to get Gordon a bit more up to speed.

BEHEMOTH

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
1620	85	95%	1	4	NONE	NONE
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
0	3	50	40%	50%	6	NONE
ABILITIES						
NONE						

This is about as straightforward a Boss fight as you're going to find. The Behemoth hits hard, and is tough, but casting Blink, then Shield on your characters helps to reduce the damage your party takes. The Behemoth only attacks one character at a time, and does not cast spells or inflict status effects.

The Behemoth is somewhat resistant to magic, so if your black mage has a good weapon (like the Flame Bow) you are better off casting Berserk on your whole party and attacking repeatedly until the creature drops. This won't take too long—the monster is a less dangerous than the recently fought Lamia Queen, and it won't take too many rounds of constant attacks before it is finished.

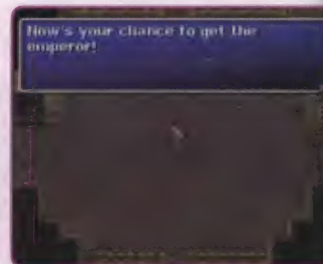


BITTER REWARD

When you land the final blow, it is with the happy thought that as the victors you can claim the prize—namely the Princess Hilda. As an added bonus the Emperor is here within your grasp, and you step forward with the hope of a surprise attack that can end his reign here and now.



These hopes are shattered in a heartbeat. The Emperor knew your identity all along, and had set a trap for you. As you approach, he teleports away, leaving you surrounded by the Dark Knight and some of his other warriors. You are taken prisoner, and find yourself in one of the very cells from which you were hoping earlier to rescue the Princess!



COLISEUM



ITEMS FOUND

Antidote

Ether

Elixir

Cottage

CHAPTER 8



Coliseum Interior Encounters

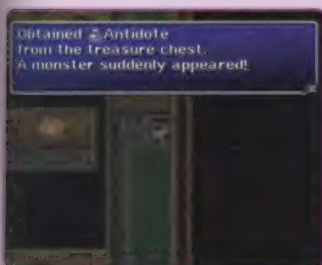
NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
CAPTAIN	750	60	50	4	NONE	5	200-300
CHIMERA	640	60	50	3	NONE	5	300-600
DEADHEADS	300	40	25	3	FIRE	5	200-500
DEADRINGERS	80	25	17	2	PARALYZE	2	12-200
DOOM PETALS	540	40	40	3	FIRE, ICE	5	200-500
PARASITE	300	35	40	3	ICE	4	300-600
REVENANT	240	40	25	3	FIRE	4	300-600
SERGEANT	140	35	25	3	NONE	3	100-200
SORCERER	140	25	17	3	NONE	4	400
SPECTER	300	25	25	3	FIRE	4	400-800
SPLINTER	240	40	40	3	NONE	4	400-800
WARLOCK	80	17	9	3	NONE	3	50
WIZARD	540	40	35	4	NONE	6	1000-1500

While there are many enemies within this list, the really tough ones, the Captain, Wizard, and Sorcerer only show up rarely. Stay away from the rooms that boost the encounter rate in B2. Visit only the rooms with the treasure chests and the staircase, and you should be fine.

Other than those enemies, the main worry is the Specter, which shows up commonly throughout the area. These are much like the Revenant in their attack and other strengths, but they cast Sleep against the entire party. Even worse, they (rarely) cast Break, as well. Unless you have Esuna level five or higher, you should keep a few Gold Needles handy. As a note, if you are running out of Gold Needles and need to leave someone petrified, choose Gordon to leave as a statue. The other three separate from him soon, and they need all of their strength.

JAILBREAK

Now that you have a chance to breathe, heal up, then approach your cell bars and press . You cannot break free, but as you inspect the bars a familiar figure appears in the hallway. Pavel has heard of your plight, and has come to repay your own rescue effort back at Semitt Falls. He takes the guard by surprise and unlocks your cell, leaving you to fight your way free.

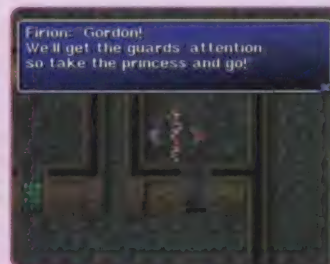


These monsters give their very lives to protect this...Antidote?

After leaving the cell, head all the way east and north along the eastern wall, where you soon reach a chest containing an **Antidote**. Although it is a common item, it is still guarded by a group of Splinters and other creatures from within the area. After the fight, return the way you came, then head north and east. Bypass most of the doors, entering only the one farthest to the east, the one physically attached to the wall. Here you find three treasure chests holding an **Ether**, an **Elixir**, and a **Cottage**.

Head north to the north wall, then east. The stairs are inside the room off by itself to the northeast. Take these stairs to B1, and follow the passageway north, east, then south. When the passageway turns back to the west, take the first north passage, following it

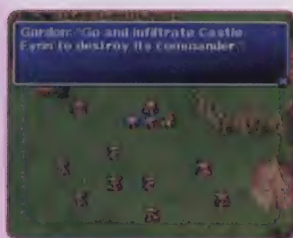
as it curves in toward the center of the floor. At the very end of the passageway lies the cell containing the Princess. Take this chance to remove any of the equipment that Gordon is carrying that you may want, as he is about to leave to attend his duties. Press to open the bars and free the Princess. While Gordon takes her to safety, the other three members of your party volunteer to be the distraction, which means fighting the remaining short distance out of the Coliseum with a party of three.



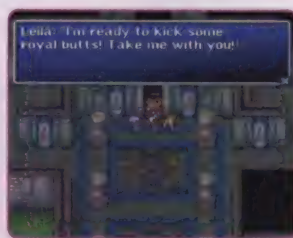
Head back out the twisting passageway to where it meets the wider southern corridor. Then head west along this corridor to the stairs. Climb the stairs to the first floor of the arena, then head along the passageway and through the throne room—and you are out in the open again, free.

CHAPTER 9

THE RETURN OF THE ROSE



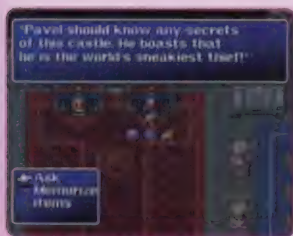
Find the rebel camp and speak to the Princess and Prince.



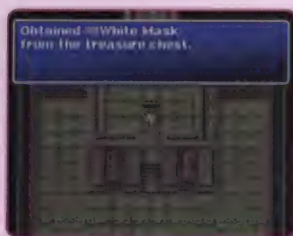
Re-recruit Leila into your party.



Infiltrate the castle to defeat Commander Gottos.



Speak to Hilda, Gordon, and Pavel to find the secret entrance to the catacombs below Castle Fynn.



Collect the treasure, including the White Mask, from the hidden areas.

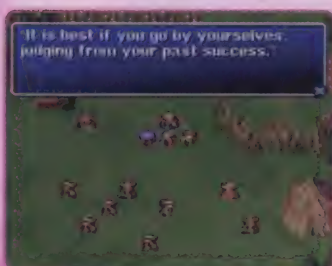
PREPARING FOR BATTLE



Although you have won your freedom, remember that you are still in the middle of a dangerous desert. Make your way carefully back to your ship (use the World Map if you cannot remember its exact location), and return to Altair.

Inside Altair, a single soldier is stationed at the entrance to town. Speak to him and he tells you that the rebels are finally ready to attack and retake Castle Fynn. Princess Hilda, Prince Gordon and the others have already left to set up camp outside the city and await your arrival. The entire town is deserted except for the lone soldier and the various shopkeepers and innkeeper. Take the time to rest and manage your inventory, then head out once more to meet the rest of the army.

Travel north toward Fynn, using the river and Canoe once again if you wish to avoid the weak random monsters around the area. Just to the west of where the river meets a small lake is a small group of tents that has been raised recently. Enter and approach Hilda, who stands in the north of the camp. If you like, use the Wild Rose keyword to make certain that she's the real thing. She is, and she is thankful for your help in rescuing her and in destroying the Dreadnought.

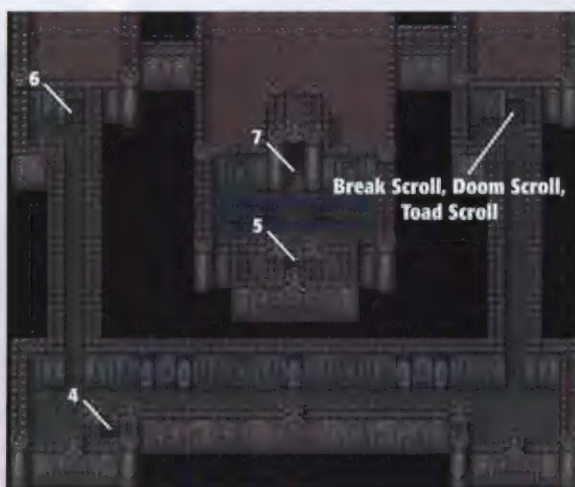


Now approach Gordon. He has a new mission for you—sneak into Castle Fynn and take out the commander. As you have been successful in a small group in the past, he realizes that you work best in this way. There's nothing to it but to cross the lake to Fynn. Once inside the walls, head directly north to enter the castle instead of the town. If you'd like to challenge your party and take on a few foes before infiltrating the castle, remember that the Captains are still wandering the town of Fynn, and you can test your strength against them.

CHAPTER 9



CASTLE FYNN



ITEMS FOUND

Break Scroll

Doom Scroll

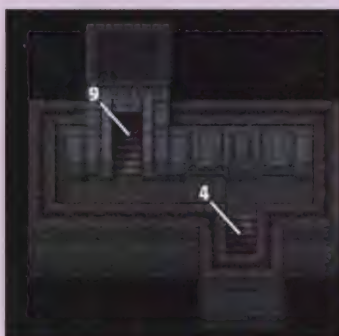
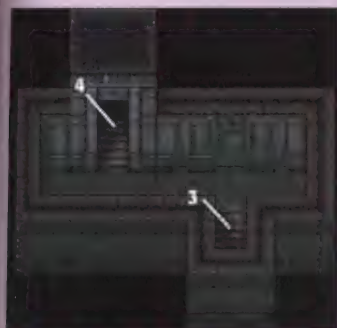
Toad Scroll

Aura Scroll

Werbane

Potion

Titan's Gloves



CASTLE FYNN





Castle Fynn Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
CAPTAIN	750	60	50	4	NONE	5	200-300
CHIMERA	640	60	50	3	NONE	5	300-600
DEADHEADS	300	40	25	3	FIRE	5	200-500
DEADRINGERS	80	25	17	2	PARALYZE	2	12-200
DOOM PETALS	540	40	40	3	FIRE, ICE	5	200-500
GHAST	100	25	9	2	FIRE	3	50-300
REVENANT	240	40	25	3	FIRE	4	300-600
SERGEANT	140	35	25	3	NONE	3	100-200
SORCERER	140	25	17	3	NONE	4	400
SPECTER	300	25	25	3	FIRE	4	400-800
SPLINTER	240	40	40	3	NONE	4	400-800
STUNNER	100	17	17	2	NONE	3	50-300
WARLOCK	80	17	9	3	NONE	3	50
WIZARD	540	40	35	4	NONE	6	1000-1500
WRAITH	60	9	9	2	FIRE	2	25-200

The monsters here are not especially dangerous, except for the groups of Sorcerers, Wizards, Sergeants and Captains that show up from time to time. These encounters are dangerous due to the magic casters' nasty status effect spells. Luckily these monsters are not as common as the rest of the random encounters, although they're also not exceptionally rare.

Remember, if a character has a nasty status effect that you can't get rid of, you can always try to KO him or her by attacking with one of your own fighters. When the downed character gets revived, the status effect is gone, except for a petrified character, so be especially careful of Break.

LOOTING THE TREASURE

The instructions for getting through the castle direct you to collect the treasure on the way through the castle for the first time, before confronting the commander. If you would rather save your party's strength, go straight through to the commander and collect the items later. After all, if you are successful in your attempt to free the castle, you're free to wander it at your leisure later.

When deciding whether to collect the treasure now or later, keep in mind that Castle Fynn has a straightforward layout, and there is a fairly quick trip back to Gatreia to rest and recover from any point in the castle. You may wish to increase your party's strength against some of the random encounters within the castle and collect some nice Black Magic scrolls from the Wizards and Sorcerers before finding Gottos.

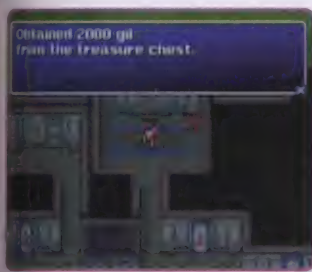
Whether you decide to loot the treasure chests before or after fighting the commander, the two chests that are guarded by monsters have these guardians at any point.

CHAPTER 9



STORMING THE CASTLE

Once inside the castle, you quickly see a figure standing in front of the first staircase. Leila has been waiting for your group where she knows you must show up sooner or later, and she is ready to retake her fourth position within the group. Speak to her to get her back into the party.



Avoid the main staircase for now. Head along the east passage and follow its twists and turns toward the northwest where it leads to a room with two treasure chests. The chest on the left contains 2000 Gil, while the one on the right holds 1000 Gil. Make your way back down the passage to the entry hall, and take the western passage. Take the first side passage to the north, which leads to another chest holding 1000 Gil. Retrace your steps, then continue taking the western passage, following the south branch as it forks. This leads to a separate staircase to the second floor that in turn leads to a 3F staircase.



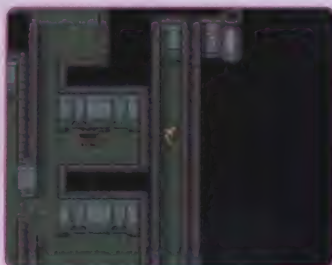
Once on the 3F, take the eastern passage. Follow it as it turns north and leads to a room containing three treasure chests, each containing a useful spell for your black mage: a **Break Scroll**, a **Doom Scroll**, and a **Toad Scroll**.



Return to the staircase. The north passage leads to a room with a mysterious mirror, but there is no real need to visit it now. Instead, return to the first floor and the entry hall, this time taking the main staircase upward.



Once in the main hall for the second floor, head west to get to a treasure chest sitting in an alcove. Open the chest to obtain an **Aura Scroll** and trigger the attack by its guardians, a group of Sergeants and Sorcerers. After defeating the foes, walk to the alcove just to the south then walk through its western wall, where there is a hidden opening into the adjacent passage. Follow this passage north to loot a chest containing a **Werebane**, then return to the main 2F hall. Back to the east and opposite the first chest on the floor is another chest holding a **Potion**, this one guarded by a group of undead, which are easy enough to dispatch. Just east of the chest is another hidden entrance to an eastern corridor. Follow this corridor south, where you can find the **Titan's Gloves** in another chest. Take the gloves and return to the center of the floor, then take the stairs up to the third floor.



SPELL MANAGEMENT

By the time you've collected various scrolls from the Warlocks, Sorcerers, and Wizards, and looted the spells from the chests in Castle Fynn to boot, you may be running out of open slots in your various magicians' spell lists. If you already have sixteen spells on the list you must discard a current spell in order to learn a new one.

All of your black mages should keep the most useful spells such as Fire, Ice, Bolt, Osmose, and Drain. One at least should keep Banish on hand for ease of navigating dungeons—preferably your main black mage from your core party, in case your fourth character changes. Some of the more rare and powerful spells such as Doom and Flare are good to keep because they are hard to find again later. Aside from these, decide what to discard for each magician based on a) whether another party member has the spell in case you need it, b) what you already have built up to higher levels, and c) if the spell effects duplicate another spell that you have. For instance Sleep, Stun, and Stop all have the effect of stopping the enemy in their tracks for varied amounts of time, so all of your black mages don't really need all three spells.

You should also start thinking about your white magicians' spell inventories as well, as they soon become just as cluttered. All White Magic casters should keep Cure, Life, and Esuna. Basuna is useful, but not completely necessary since it removes effects that wear off eventually anyhow. Blink, Shield, and Shell are also good to keep, although you might not want to keep both Blink and Shield for the same character. Warp is a must for at least one caster (again preferably the one in your core party), and once you find Holy and Ultima you should have them for your main white magician. Either Silence or Amnesia comes in handy, although each magician does not really need both. After that, use the same method of weeding out spells to delete that you used for the black magicians.



From the small third floor, go directly to the fourth floor and to the north end of the large throne room. Against the north wall are two thrones, and in one of the thrones sits Gattos, the commander of Castle Fynn. After preparing your party, approach him to begin the final fight to retake the castle.

GATTOS

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
2000	70	90%	1	5	NONE	800-2000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
80	6	60	65%	40%	6	BACCHUS'S WINE, HASTE SCROLL, RIPPER
ABILITIES						
BELCH 6, HASTE 6						

Gattos is another foe that likes to use physical attacks. He hits hard, so use the usual Blink and Shield spells to help protect your party. Gattos can be put to sleep, so have a character cast Sleep against him if you've been practicing it, or try using the Slumber Stalks that you may have taken from Doom Petals, and he may well sleep through the entire battle. Just don't waste too many rounds on attempting this—even without putting him to sleep, a few protective spells should really weaken his attacks.

Gattos is slightly resistant to both weapons and magic. He can be damaged steadily by both, so use each individual's best attack, be it magic or physical. The use of Berserk and Aura improve physical attack beyond the norm, so keep that in mind.



You should manage to keep him from your party's throats between your protective spells and Sleep, and while he hits hard, he only attacks one character per round. Even if Gattos KO's one of your characters during the fight, by this point you should have multiple characters with Life or a Phoenix Down to quickly restore the downed ally. The main danger is if Gattos casts a spell or two to improve his physical attack, at which point he does even more damage and becomes a lot more likely to KO your characters, protective spells or no.



CHAPTER 9



FREE FYNN

Fynn Shops

ARMOR SHOP

Item	Cost
Gold Shield	1000
Titan's Helm	600
Golden Mail	2500
Gold Plate	1000

WEAPON SHOP

Item	Cost
Werebane	3000
Trident	5000
Wing Blade	5000
Flame Bow	5000

ITEM SHOP

Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50000

MAGIC SHOP

Item	Cost
Dispel Scroll	3000
Mini Scroll	3000
Fog Scroll	3000
Slow Scroll	3000

SHOPPING RECOMMENDATIONS

Equipment and Items

Upgrade your characters' equipment appropriately, and if your funds get a bit low, hold off on purchasing a Golden Shield and one of Golden Mail or Plate since they're going to turn up in the next area. If your inventory is filling up, glance ahead and read the Inventory Management tip.

SHOPPING RECOMMENDATIONS

Magic

None of the spells available are immediately necessary as the enemies in the next area generally have elemental weaknesses. Additionally, there's quite a Magic Shop coming in the near future, so you may wish to save up for the trip there.

KEYWORDS LEARNED

Mysidia

Mask

Ekmet Teloez

Ultima Scroll

A CHANCE TO REST

After the defeat of Gottos, the rebel army returns to the castle to make it their home. With an entire army around to keep the peace, the castle is free of random attacks, and the town is back to normal.

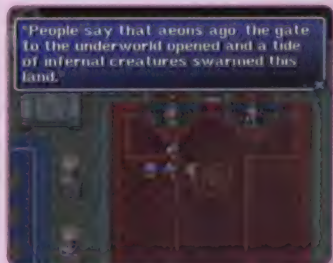


There is one sour note marring the otherwise happy occasion.

Speak to Hilda, who tells you that after Mindu left for a place called Mysidia, he has not been heard from again. Memorize the keyword **Mysidia**, and ask about it for more detail. Learn the keyword **Mask**, and ask about it in turn. Hilda tells you that the White Mask is found in the lower levels of the castle, behind a magically sealed door. She tells you the spell to open this door—the words **Ekmet Teloez**. Memorize, then ask about it.

Now speak to Gordon, sitting in the throne beside Hilda. Ask

him about Mysidia, and he gives you more detail on the spell in the tower. **Ultima Scroll** is a new keyword for you to memorize, although asking Gordon about it gives no real information. While you are speaking to Gordon ask him about the password Ekmet Teloez as well. He tells you that if Hilda does not know the location of the door, then Pavel the thief might. When you are finished talking to Gordon, go back to ask Hilda for a little more information on the Ultima Scroll if you wish.



INVENTORY MANAGEMENT

At this point your inventory is probably becoming as crowded as your spell list. If you explored the castle before confronting Gattos, you likely collected a great amount of treasure from the enemies that roamed Castle Fynn, and when you reach the next dungeon it contains a large amount of treasure chests. Add this to the various healing and recovery items, extra rare equipment, and other items that you've been keeping in your inventory for future use, and you're probably going to start running up against the 63-item limit soon.

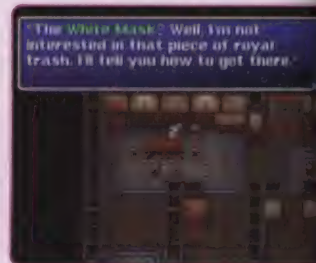
It's more important than ever to sell off your extra inventory at the stores between exploring new areas. Sell equipment, items and scrolls that you aren't going to use anymore, and won't want to take up equipment slots to use. Extra recovery items for ailments that you can remove with Esuna are also good to sell. Remember that Potions aren't going to heal your characters much anymore. Start selling some of them off to replace them with Hi-Potions.

If you still run up against the inventory limit in one of the dungeons with no shops at hand, don't be afraid to discard items that you won't use, especially if they don't bring in much money at the shops. You can also use things like Potions or Ether if your characters are down on HP or MP to make some room. Keep your inventory sorted to help find extra items that you don't need, and throw them out.

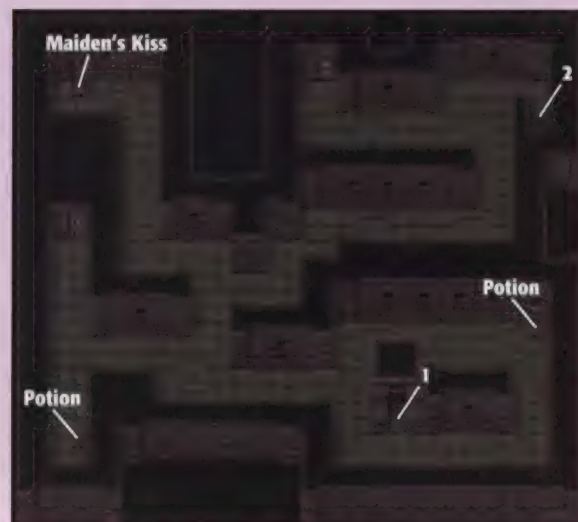
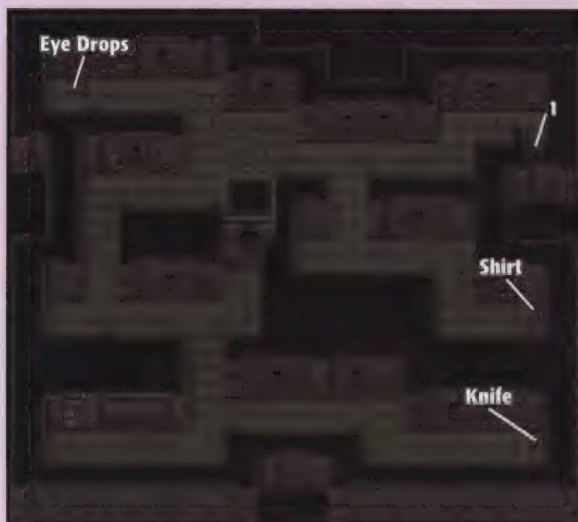


Head back down the castle. Take this chance to finish emptying any treasure chests that you missed earlier. When you reach the bottom of the castle, stop to visit the town of Fynn again. Rest at the Inn, and shop at the stores that have just reopened.

After you've finished shopping and selling items, enter the southwestern house in town. This is where Pavel lives, and he's ready to help out with information. Ask him about the password Ekmet Teloez and he tells you that the hidden door is in the upper right corner of the castle's Grand Hall. Now it's time to use the password to go retrieve the Mask.

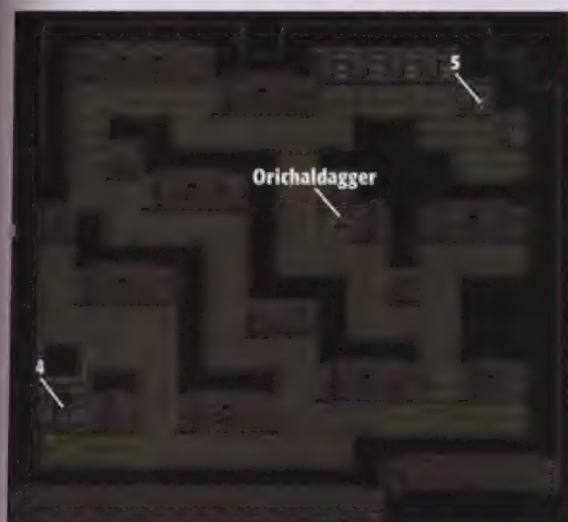
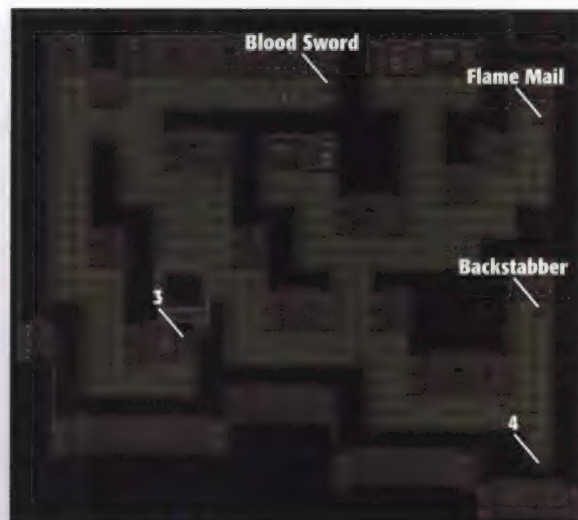
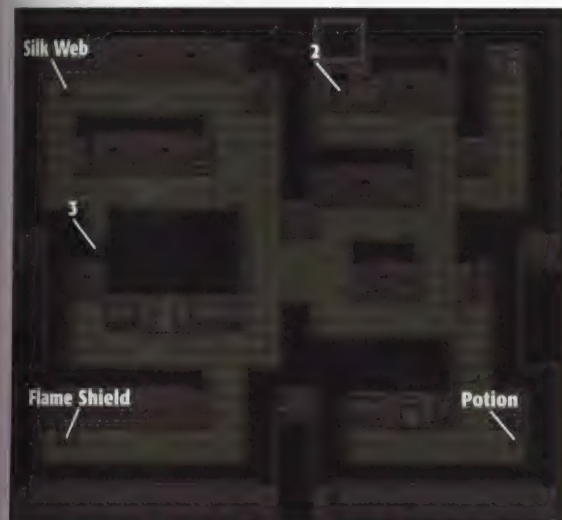


CASTLE FYNN'S HIDDEN AREAS



CHAPTER 9





ITEMS FOUND

Golden Mail	Flame Shield
Gold Shield	Silk Web
Gold Plate	Blood Sword
Knife	Flame Mail
Eye Drops	Backstabber
Shirt	Orichaldagger
Potion (x3)	White Mask
Maiden's Kiss	


Castle Fynn Hidden Section Encounters

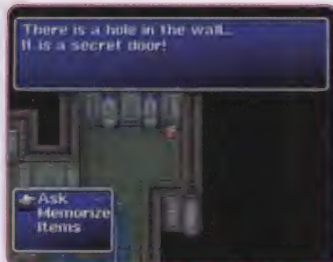
NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
ADAMANTOISE	450	50	60	1	ICE	5	200-500
BRAIN	240	40	35	3	SPIRIT	5	300-600
GHAIST	100	25	9	2	FIRE	3	50-300
KILLER MANTIS	750	60	50	4	ICE	5	400-800
OGRE CHIEFTAIN	300	40	35	3	NONE	4	300-500
OGRE MAGE	140	25	17	3	NONE	3	50
PARASITE	300	35	40	3	ICE	4	300-600
REVENANT	240	40	25	3	FIRE	4	300-600
RHYOS	750	60	50	4	NONE	5	500-1000
SCREAMER	6	25	17	3	NONE	4	100-400
SPECTER	300	25	25	3	FIRE	4	400-800
SPLINTER	240	40	40	3	NONE	4	400-800
STUNNER	100	17	17	2	NONE	3	50-300
SWAPPER	140	35	25	3	SPIRIT	3	100-400
WRAITH	60	9	9	2	FIRE	2	25-200

The enemies in this area are actually a nice change of pace. They're not too tough, especially if you've built up your characters a bit against the tougher monsters in Castle Fynn. Even the monsters that formerly damaged your party, such as the Adamantaise, are getting much easier. The main threat is the group of Rhyos that guard one of the chests on B4. Otherwise, take this chance to practice any new spells against the foes you meet, such as Flare or Doom, since you don't need to concentrate so much on just staying alive. Better yet, if you run up against a group of Screamers, they heal your party rather than attacking normally.

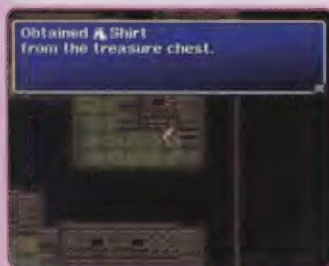
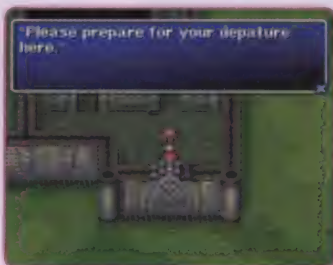
CASTLE FYNN



Return to Castle Fynn and climb back up to the throne room on the fourth floor. Approach the northeast corner of the room, and press  to inspect the northernmost section of the east wall. Although you are told that "Nothing was found," you are also given the Word Memory System menu as a prompt. Choose the Ask option, and select the keyword Ekmet Teloez. The secret door that was hidden in the wall opens, allowing you to step through. From the secret room, climb steadily downward until you reach the first floor, where you can see the rest of the castle surrounding you and a field of grass to the east. Pause here before continuing your journey downward.



In the center of this 1F passage is a hidden exit leading east out onto the lawn. Take this exit and walk south, then west through a second hidden entrance in the wall that leads into the south passageway. This in turn leads to a room containing three treasure chests. From left to right they hold: **Golden Mail**, a **Gold Shield**, and **Gold Plate**. Return to the original passage, and continue down the stairs to Castle Fynn B1, where the passages open up into a larger series of rooms for you to explore. Be careful—while the upper levels of the castle have been cleared of monsters and enemy soldiers, the lower levels behind the secret door have remained untouched by your allies.



In B1, first step to the south and east to loot a chest containing a **Knife** at the end of the corridor. Return to the base of the staircase, then thread your way northwest to claim some **Eye Drops** from a chest in the corner. Move to the east, take the southern

branch south and east until you reach a chest that holds a **Shirt**. Then return to the last fork and take the passage east, where you find the stairs leading down to B2.

On B2, head east and then north to obtain a **Potion** from a chest. Next follow the passage west until you find the chest in the southwest corner that holds a second **Potion**.

Walk briefly north and east to leave the passageway that held the chest, then head directly north to reach a chest containing a **Maiden's Kiss**. Leave that corridor and head east, where a few twists and turns will bring you to the B3 stairs, which you then take to the next level.



If you run into a group of Screamers, try to let your group get healed up before finishing off the monsters.

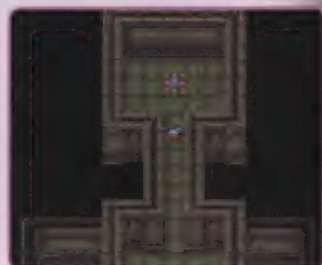
When you reach this floor, head directly south where another **Potion** in a chest awaits. Head back out of this passageway and follow the southern wall to reach a chest in the southwest corner of the floor, this one holding a **Flame Shield**.



Follow the passages up to the northwest corner of the room to a chest holding a **Silk Web**. Just to the south of this chest is the stairway leading to the next lowest floor.

Down on B4, follow the passageway as it curves north and branches off to the east and south. Take the short, east branch to collect a **Blood Sword** from a treasure chest guarded by a group of undead. Although this sword may seem weak, even with its special abilities, save it! It can come in handy later on. Go back and take the southern passage next, heading east when you can, and north to relieve the northeast chest of a set of **Flame Mail**. To the south and east of this chest is another containing a **Backstabber**. After looting this chest, head directly south to take the stairs down to B5.

The fifth sublevel is flooded with muddy water, but you can safely ignore this and wade through the passages to reach your destinations. Head all the way east from the stairs and then north and slightly west to a chest that you can see sitting in the passageway, containing an **Orichaldagger** and a group of guardian Rhyos, Chimera-like creatures that are tough but not extremely dangerous. Just watch out for their Bad Breath attack, and otherwise treat them much as you would a Chimera. Just to the north of this chest are a group of doors in a row along the northern wall. The second door from the right holds your destination. Here is the chest holding the **White Mask**, north of which is a portal to transport you to the outside of Castle Fynn. Breathe a sigh of relief, and return to the town to rest and sell any extra inventory.

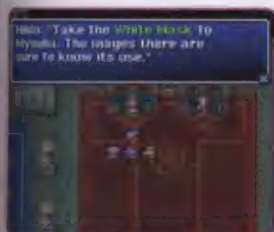


CHAPTER 9



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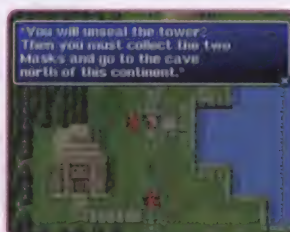
MYSIDIA AND THE MASKS



Learn about the town of Mysidia from Princess Hilda.



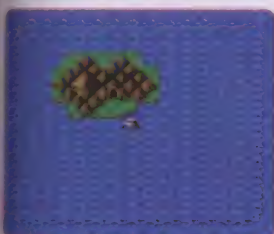
Travel to this city, on foot or by ship.



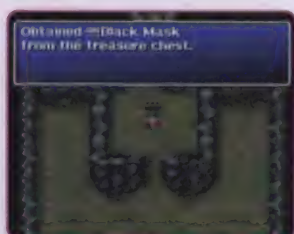
Learn about the Masks, the Crystal Rod, and the Ultima Scroll from the villagers and the library.



Place the White Mask on the statue below town.



Travel to the Tropical Island and enter the cave you find there.



Retrieve the Black Mask from B5 of the caves.

Mysidia Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GILS
BOMB	640	60	50	4	FIRE, BOLT	5	300-600
COCKATRICE	370	35	40	3	NONE	5	400-800
DARK FLAN	370	40	210	3	FIRE	5	300-600
GIGAN RHINO	1140	50	50	6	NONE	4	500-1000
KILLER MANTIS	750	60	50	4	ICE	5	400-800
MINE	190	35	25	3	FIRE, BOLT	3	25-200
RED MOUSSE	100	25	210	2	BOLT	3	50-300
REVENANT	240	40	25	3	FIRE	4	300-600
SOLDIER	45	17	9	2	NONE	1	6-50
SPECTER	300	25	25	3	FIRE	4	400-800
VAMPIRETTE	540	40	50	4	FIRE	5	500-1000
WARLOCK	80	17	9	3	NONE	3	50
WEREWOLF	540	50	50	4	NONE	5	500-1000
WINGED RAY	750	60	50	4	NONE	5	400-800
WRAITH	60	9	9	2	FIRE	2	25-200

Which creatures you fight depends on where you are in your walk to Mysidia, and just where you are coming from. The Vampirettes and Mantis, for example, tend to be more toward the northeast of the continent; you might run across them if you land a ship. The Soldiers tend more toward the early sections of the land bridge.

The monsters encountered on the way to or from Mysidia are not extremely dangerous. There are a few status effects that you may need to worry about, depending on your levels. Watch out for the Red Mousse and Dark Flan. They both have high Defense, and should be taken out with spells.

MYSIDIA

Mysidia Shops

ARMOR SHOP

Item	Cost
Ice Shield	5000
Knight's Armor	5000
Thief's Gloves	1000
Titan's Gloves	2000

WEAPON SHOP

Item	Cost
Power Staff	8000
Flame Lance	15000
Ogrekiller	15000
Ice Bow	5000

ITEM SHOP

Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50,000

MAGIC SHOP

Item	Cost
Fire Scroll	400
Bolt Scroll	400
Ice Scroll	400
Cure Scroll	200
Blink Scroll	400
Shield Scroll	400
Shell Scroll	400
Barrier Scroll	8000
Wall Scroll	8000
Swap Scroll	8000
Holy Scroll	20,000
Life Scroll	1500
Faze Scroll	1500
Banish Scroll	1500
Warp Scroll	1500
Fear Scroll	800
Basuna Scroll	800
Esuna Scroll	800
Silence Scroll	800

SHOPPING RECOMMENDATIONS

Equipment and Items

You should have the drill down pat at this point: sell off extra items and equipment, and upgrade everyone's weapons appropriately. Definitely visit the scroll merchants to upgrade the magic in your party first.

SHOPPING RECOMMENDATIONS

Magic

As Mysidia is a town of mages, it is only to be expected that they have a huge selection of spells to buy. Pick up the spells that some of your characters may have missed in your earlier journeys. There are also first time finds such as Holy. The spells are sold by a number of different shopkeepers, each selling four different spells, much as in the Item Shops. The spells are listed in the order that they are sold from left to right.



TOWN OF MAGES

Return to the castle's top floor and speak to Princess Hilda. She tells you that you should take the White Mask to Mysidia, which is located on the continent south of Fynn. To reach it, either return to your ship and sail to the southern continent, or walk along the land bridge that connects the two continents. The town is just south of where the land bridge ends, represented by a few small brown buildings just west of a mountain range.

When you arrive in the town, you discover people dressed in the clothing of mages going about their everyday business. Talk to the villagers as you rest and shop to learn that the two masks are needed to gain entrance to the Mysidian cave. They are used to find an artifact called the Crystal Rod, an artifact needed in turn to find the Ultima Scroll. The Black Mask is found on a small island in the middle of the ocean.

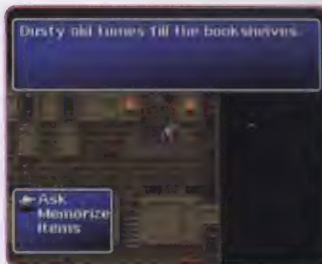
CHAPTER 10





Don't forget to visit the huge magic shop while you're in Mysidia.

Before you go chasing around anywhere else, stop to visit the great store of books within Mysidia. Enter the unmarked building in the southwest of town. Approach the right side of a bookshelf sitting against the north wall and press . You are given the opportunity to look up information on the various keywords. Ask about nearly any keyword in your list to find out more information on the subject, filling in a few more pieces of the story. More importantly, ask about the keyword Mask to learn just how to use the two masks once you have the matching set.



Leave the library and walk east within the city to where a staircase leads underground. Follow the sandy passage west to a statue. This is the "goddess" that the book on the masks described. Inspect the statue then select the White Mask from the list of items to place the mask upon the statue. Now you need to find the Black Mask before continuing to the Crystal Rod's cave.



TROPICAL ISLAND



TROPICAL ISLAND





ITEMS FOUND

Eye Drops	Blind Scroll (x2)	Gaia Drum
Hi-Potion (x2)	Slumber Stalk (x3)	Thanatos
Ether	Silk Web	Sleep Scroll
Silk Web	Garlic	Black Mask
Poison Scroll (x2)	Phoenix Down	

Tropical Island Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
DEADHEADS	300	40	25	3	FIRE	5	200-500
DEADRINGERS	80	25	17	2	PARALYZE	2	12-200
GHAIST	100	25	9	2	FIRE	3	50-300
GHOUL	60	17	4	2	FIRE	2	25-200
POISON TOAD	300	35	35	3	ICE	4	50-100
RED MOUSSE	100	25	210	2	BOLT	3	50-300
SHADOW	45	17	9	2	FIRE	2	12-100
STUNNER	100	17	17	2	NONE	3	50-300
WERERAT	60	17	4	2	NONE	2	25-200
WILD HORN	300	40	35	3	NONE	5	100-400
WRAITH	60	9	9	2	FIRE	2	25-200
YELLOW JELLY	45	17	210	2	FIRE, ICE	2	3-25

If you are coming directly to the cave after winning your own ship, the enemies within the cave are challenging enough that you may need to exit and rest once or twice. The enemies within the uppermost levels are much the same strength that you've already fought as random encounters, while those further down are a bit stronger but still something that you can handle.

If you are taking the events in the order that you learn about them in the game, this cave should be a walk in the park. Even the boss at the end of the cave is an enemy that you have fought as a random encounter previously. The only slight problems are the still-powerful Deadheads, plus the Red Mousse and Yellow Jelly, which require magic attacks to wipe out.

CHAPTER 10



Island Shop

Item	Cost
Demon Axe	10000
Demon Spear	10000
Ruby Plate	800
Gaia Drum	8000

SHOPPING RECOMMENDATIONS

Equipment and Items

If you've shopped in Mysidia, the weapons and armor are less powerful than what you probably already have. Also note that the Demon Axe costs 10,000 Gil to purchase, but only returns 500 Gil if you decide to sell it back!

ISLAND PARADISE

From Mysidia, return to the spot where you left your ship. Sail through the channel between continents to the east of Altair. The Tropical Island is in the center of this great ocean, visible on the World Map as a small yellow dot to some distance north of Salamand. Land on the small bit of open ground in front of the cave and enter.



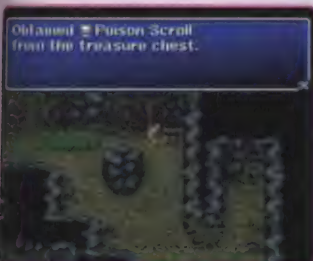
From the entrance, head directly south to pick up some **Eye Drops**. Leave the alcove with the chest, head west and take the next northern passage (the second one from the eastern wall), stepping west to take a **Hi-Potion** from a second chest. Step north to take a second **Hi-Potion** from the chest there. Return to the south wall and follow it west as best you can, where you soon find a chest holding **Ether**. Finally, west of this is a third chest containing a **Silk Web**. Head back up the passage, then take the first northern path, following it as it curves around until you reach the B2 stairs.



The Hi-Potions you collect here are a lot more useful than the Potions, which you should try to use up by now.

SAVE THOSE CHESTS!

In your exploration of the island caves you soon visit a secluded shop. For this area, if you're running out of space, don't throw things away just to loot a chest. Wait until you get to the shop to sell things off, then come back for the chests on your way back through the caves.



If you conquer these caves in the normal order of things, you probably already have all these spells by now, but they're good to sell.

Down on the next floor, follow the passage to an open area. Head east to claim a **Poison Scroll** from the chest in the northeastern corner. Head south along the eastern wall, and at the south-east corner is another chest with a **Blind Scroll**. Head north out of this secluded corner and take the first turn to the west to come across a chest holding a second **Poison Scroll**. South and west from this chest is a second chest containing a **Blind Scroll**. Ignore the set of stairs just north of this chest for now. Retrace your path back to the north wall and follow the wall west to reach the northwest corner, where a final chest waits holding a **Slumber Stalk**. From this chest, head directly south and down this set of stairs to reach B3.

At the bottom of the steps, follow the only passage south. Loot the chest with a **Silk Web**, then take the next set of stairs to B4. Here again you are given only one passage to take, leading directly up to the first floor.

This section of the Tropical Island is not the dungeon that you have come to expect. It is a village, inhabited by strange islanders all wearing masks. The villagers tend to either consider you strange for not wearing a mask, or they taunt you with their belief that you can never find their treasure, the Black Mask. One villager is different, however. He's in red garb, while the others are in purple. He is the island's shopkeeper, and by speaking to him you can sell extra items that you picked up in the caves, and buy four other items.



TROPICAL ISLAND

THE PATH NOT TRAVELED

After taking a moment to enjoy the peace within the village, retrace your steps to B2 (using Banish to speed up the trip if you prefer). Follow the passageways back around to the second B3 staircase that you ignored earlier. Take these stairs to start exploring the second section of the island caves.

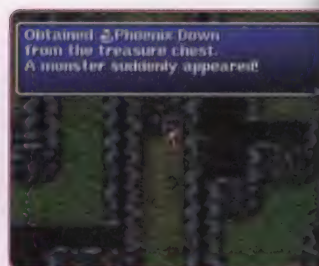


Once on B3, head directly south to take some **Garlic** from the treasure chest there. Head back up the passage and continue to follow it past the stairs. After a few twists and turns it leads to another set of stairs leading down. Now on B4, you have an even greater choice of stairs to take this time, with four different sets located at four different corners of the floor.

For now, take the set of stairs just to the south as these are the closest. This first set of stairs leads back up to a new section of B3. The chest at the north end of the section holds a **Phoenix Down**, but it also has a group of undead guarding it. Dispose of them, and return down the stairs to B4.

Head east along the south wall to take the southeast set of stairs to another section of B3. These stairs lead quickly back down to a new section of B4, and then further down to B5.

At the end of a long passage is an area with three treasure chests. From the top left chest you receive a **Gaia Drum**, guarded by a group of Wild Horns and Poison Toads. Move on to the other two chests, each of which holds a **Slumber Stalk**. Retrace your steps along the stairs and passageways to the B4 room with the yet unexplored sets of stairs.



Cross the entire room to reach the northwest corner, where a set of stairs leads down to B5. Just at the bottom of the stairs is a treasure chest holding a **Thanatos**. Grab it, and return back up the stairs to B4.

For the final set of stairs, head east along the north wall. Stop to pick up **1000 Gil** from the treasure chest found along the way. Then continue east to where the stairs lead down to the last section of B5. Just at the bottom of the stairs you can collect a **Sleep Scroll** from another chest. Cross the muddy water to the west to find a doorway leading into a separate room. Here, you find a frightening monster guarding the final treasure chest of the area. Prepare your party, then speak to the monster to begin the Boss fight.

GIGAN RHINO

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
1140	50	85%	1	6	NONE	500-1000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
0	4	50	60%	30%	4	NONE
ABILITIES						
NONE						

If you have taken this dungeon in the normal order and waited to visit until after collecting the White Mask, this final battle should be an absolute breeze. By this point you've already fought Gigan Rhinos as random encounters, and one or two rounds of normal attacks should leave the monster defeated with minimal or no damage to your own group.

If you are exploring the island caves just after receiving your ship for the first time, the fight is going to be a little tougher. The Gigan Rhino is strong, but the normal Blink and Shield spells take his damage down to manageable levels. Keep enough MP to cast Cure and Life.

The Gigan Rhino is somewhat resistant to damage, but it is even more resistant to spells. Cast Berserk on your group if you have it available, and attack the foe physically when you are not healing or protecting your party members.



Upon defeating the Gigan Rhino, step forward to claim your prize. The chest that he was guarding holds the **Black Mask**, your final key to finding the Crystal Rod and opening the Mysidia Tower in search of Mindu and the Ultima Scroll. Head directly north from the treasure chest to be warped back to the surface next to your ship, then head back to Altair.

CHAPTER 10

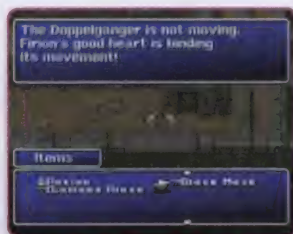


CHAPTER 11

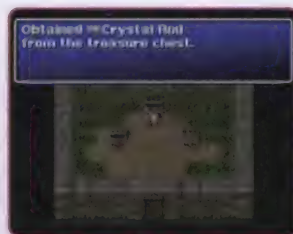
THE KEY TO THE TOWER



Head to the Mysidian Cave, located east of Mysidia within the ring of mountains.



Find the Doppelganger in B1 and place the Black Mask on it to pass.



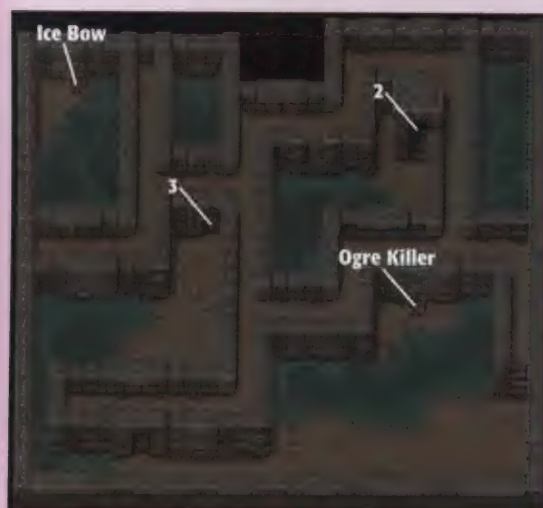
Climb to B5 to retrieve the Crystal Rod.

Mysidian Cave Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BOMB	640	60	50	4	FIRE, BOLT	5	300-600
BRAIN	240	40	35	3	SPIRIT	5	300-600
COCKATRICE	370	35	40	3	NONE	5	400-800
DARK FLAN	370	40	210	3	FIRE	5	300-600
DOOM PETALS	540	40	40	3	FIRE, ICE	5	200-500
GHAST	100	25	9	2	FIRE	3	50-300
GHOST	540	35	35	3	FIRE	5	500-1000
HOWLER	20	35	25	3	NONE	4	100-400
MALBORO	750	50	50	4	BOLT	5	300-600
PARASITE	300	35	40	3	ICE	4	300-600
RED MOUSSE	100	25	210	2	BOLT	3	50-300
REVENANT	240	40	25	3	FIRE	4	300-600
RHYOS	750	60	50	4	NONE	5	500-1000
SHRIEKER	540	35	40	4	NONE	5	12-100
SPECTER	300	25	25	3	FIRE	4	400-800
SWAPPER	140	35	25	3	SPIRIT	3	100-400
WINGED RAY	750	60	50	4	NONE	5	400-800
WRAITH	60	9	9	2	FIRE	2	25-200
YELLOW JELLY	45	17	210	2	FIRE, ICE	2	3-25

While a few of the enemies here are challenging, like the chest guard Bomb, or the Rhyos and Ghost combos with their nasty spells, they should not pose much problem. Strong fighters can defeat most of them easily, while Red Mousse and its relatives require a few spells. Your main worry is getting a nasty status effect or two in battle that turns your party against each other. If the foes do manage to wear you down, this dungeon can be warped out of, making it easier to take a rest.

MYSIDIAN CAVE



ITEMS FOUND

Gold Hairpin

Ninja Suit

Power Staff

Flame Lance

Ice Bow

Ogrekiller

Potion (x5)

Phoenix Down

Mute Bell

Gold Needle

Drain Scroll (x2)

Mini Scroll

Osmose Scroll

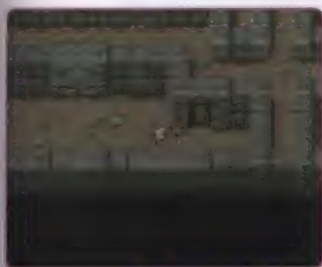
Crystal Rod

CHAPTER 11



DOUBLE TROUBLE

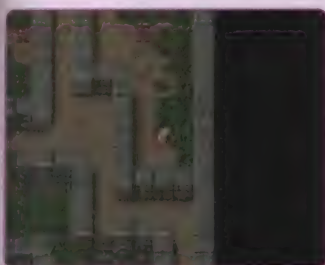
With both masks recovered and the White Mask in place, it's time to head to the Mysidian Cave to put the second mask to good use. The cave is located to the east of Mysidia, within a ring of protective mountains. Land on the coast opposite the gap in the mountain range and head to the center to find the cave's entrance.



Inside the entrance, move to the north wall and head west. At the western edge of the floor, head just to the south to collect a **Gold Hairpin**. Retrace your steps to the southern passage that you passed on your way, and follow it south briefly to take

the first eastern passage. Head down the stairs to retrieve another chest's contents, the **Ninja Suit**. Head back up the stairs to follow the western passage as it leads west and south down another set of stairs. Follow the southern wall to the east, where you soon come to a clone of Firion blocking the path. With the White Mask safely on the goddess's statue, the doppelganger is standing still. Approach it and press \times , then select the Black Mask from the item list. As you place the mask onto the double, both the figure and the mask vanish, leaving you free to enter the door beyond.

DEEPER INTO THE CAVE



Some chests in this dungeon, like the **Flame Lance**, are reached through secret openings in the walls.

The door opens into a stairwell leading to the next floor of the cave system. On B2, exit the stairs, then climb up to where you face a four-way intersection. Head first to the north, and east along the wall where you can descend another set of steps to retrieve a **Power Staff**. Go back up the stairs and continue east to a chest behind

an apparently solid wall in the northeast corner of the room. Head south along this wall until you reach the center of the lower portion, then step east, where you can walk through a hidden entrance into the chest's room. Take a **Flame Lance** from the chest, then walk back through the hidden space into the passage. Follow the various passages to the southwest of the floor, taking the stairs you find at the southwest down to a passage that ends in a doorway, which in turn leads to the B3 stairs.

The third floor down is flooded in various spots with water. Wade through it to reach the stairs leading up to the main passageways of the floor, then follow the passageways west and north to another apparently walled-off area.

Around the center of its east wall is another hidden opening. Enter it and wade through the water to claim an **Ice Bow** from the chest. Return through the opening and take the passageways to the southeast section of the floor, where a set of stairs leads down into the southern section. Head down these stairs and then just to the northwest, where another chest, guarded by a group of Bombs, holds the axe **Ogrekiller**. Continue to follow this passage west, bypassing the first door, then north, where you can enter a second doorway to reach the stairs down to B4.



Follow the passage on B4 as it leads south and east, taking the set of stairs up when you reach it. Follow the west passage as it twists its way north, stepping down into the eastern section when you near the end to claim a **Potion** from the chest there. Once

you are in this lower section continue south, then walk west to face a choice of three doors. Enter the center door to find a room with three chests containing a **Phoenix Down**, a **Mute Bell**, and a **Gold Needle**. Exit the room then continue southeast to find a new door in the corner. Behind this door are the familiar stairs leading to the next level.

Scattered throughout this lowest section are the majority of the dungeon's chests. Just to the east of the stairs when you enter the level is a chest holding a **Drain Scroll**, guarded by Ghosts. Go farther south and east into the area, taking the stairs up to the upper section of the level when you reach them. Head north along the east wall. About halfway up the narrow passageway, turn west through another hidden entrance. In the south end of this walled-in section, loot a **Mini Scroll** from the treasure chest. At the north end of the section four chests are lined up, each of which contains a **Potion**. Return east through the hidden opening in the wall, then head north and west, following this western wall south until you reach another set of stairs leading down to the western section of the level. Travel west and north to where you find a doorway at the level's northwest corner. Inside the doorway are three chests. The left holds another **Drain Scroll**, while the right holds an **Osmose Scroll**. The center chest holds your prize, the **Crystal Rod**, unguarded for a change.



Now that you have the key to Mysidia's tower, warp back out of the dungeon (or take the long way back if you prefer). Walk back to Mysidia for a well-earned rest before heading out to put your new prize to use.

CHAPTER 12

IN THE BELLY OF THE BEAST



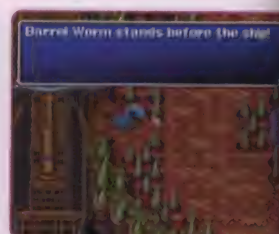
Set sail for the Mysidian Tower with the Crystal Rod.



Sail through a reef and be swallowed by a sudden whirlpool.



Explore your new surroundings, gaining a new party member along the way.



Defeat the Barrel Worm to regain your freedom.

SETTING SAIL

With the Crystal Rod in hand, it's time to open the seal to the Mysidian Tower and search out Mindu and the Ultima Scroll. After resting and visiting the shops in Mysidia, return to your ship and head for the tower, located inside a circular reef in the small sea west of Altair and north of Mysidia. Before setting sail, take any equipment you wish to keep off Leila, as you are about to lose track of her. Make sure you have some restorative items with you, as it may be a short while before you can find an Inn again.



As you head through the narrow gap in the reef to reach the tower, there is an ominous quaking and the sea itself goes wild. A giant whirlpool appears and the ship is sucked inside.

Disoriented, the characters find themselves in a strange organic area, apparently safe for the moment. The group quickly realizes to its dismay that it has lost Leila. There is no time for worry as you must press on and explore your new surroundings.

Leviathan Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BOLTFISH	540	60	50	4	NONE	5	400-800
MANTA RAY	870	70	60	4	BOLT	5	400-800
SEA DRAGON	870	70	60	4	BOLT	5	400-800
SHRIEKER	540	35	40	4	NONE	5	12-100

All three foes that make up random encounters are new and tougher versions of monsters previously faced. Watch out for the Boltfish and Sea Dragon's powerful magic spells. Keep the group healed after wading through the areas of acid to stay strong enough to fight. The foes should not be incredibly dangerous for a while, but there are no places to rest within this beast.

The Shrieker is the exception to the sea monster theme of the area. The Shrieker is the guardian of one of the chests, and should not be too difficult to destroy despite its strong spells.



LEVIATHAN



ITEMS FOUND

Headband

Power Sash

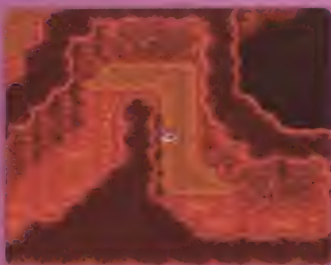
Power Armlet

Terra Sword

Diamond Shield

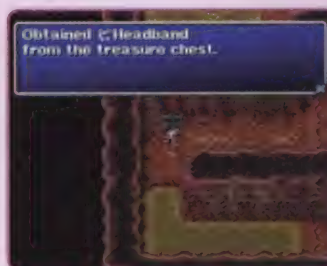
WATCH YOUR STEP

While this strange area at first appears to have muddy water in places, this substance is actually acid. Each step in this substance reduces each character's HP by one. While you are walking through it, you are safe from random encounters, so it does have its benefits. Although the liquid has different colors in different areas, it all has the same effect.

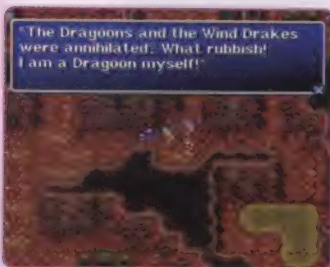


INSIDE THE MONSTER

At the beginning there is only one passage to follow, so start walking, picking up the Headband and Power Sash from the chests along the way. At the end of the twisting passage is a strange gash in the wall. Just walk through this entrance as you would a regular door to move to the next level.



In the Stomach level, head north from the entrance to speak to another trapped man. He informs you that you are inside the beast Leviathan, which means that you must have been swallowed when your ship was trapped by the whirlpool. Just to the west is the room of another trapped soul, along with a chest containing a **Power Armlet**.



When you try to head further west down the passage your path is blocked by a strange armored figure. Speak to him, and he asks for proof of your identities. Before showing him anything, ask him about various keywords. Asking him about the Dragons reveals that this is a Dragoon standing before you. Show him the Crystal Rod and he sees that you are after the Ultima Scroll. He had been searching for the spell himself before being pulled into the Leviathan, and he offers to travel with you for the time being. This is Gareth, the Dragoon who disappeared from Deist in search of the Ultima Scroll and had not been heard from since. Could Mindu have met a similar fate?



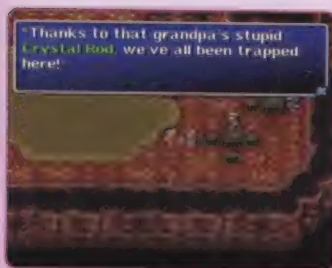
GARETH'S STRENGTH

One look at Gareth's beginning stats and equipment shows that he is a fighter rather than a magician of any type. As you gain a few extra scrolls along your journey you may wish to give him some of the more useful spells just as a backup, but the vast majority of his rounds are going to be spent physically attacking enemies.

By now you can really use the extra damage provided by two weapons on your second fighter as well as on your primary, but Gareth is only skilled with a sword and shield. After Leila's departure, you should have a second Wing Blade or other powerful sword for Gareth to wield in his second hand, or you may wish to put the Blood Sword in his off-hand instead. This second option won't do as much damage, but it will heal Gareth a bit each time he lands an attack with it. This is the best choice for a short while until his HP increases.



You probably don't have much in the way of armor that can improve on what Gareth currently wears, although a spare Diamond Plate can make a great new set of body armor for him. Round out his equipment with two items for use in battle, and you are all set to finish exploring the Leviathan.



Beyond the place where Gareth stood, speak to a few more hapless prisoners. When you are done talking to people, leave the level through another gash to the northwest.

ESCAPE!

The next level area is the mouth of the beast, and close to freedom. Head west along the passage and then north through a gap in the creature's teeth to collect the **Terra Sword** from a chest. Then head directly south, where a chest guarded by a group of Shriekers holds a **Diamond Shield**. Now you have only one major fight ahead of you before you can continue on your journey to Mysidian Tower.



GET IT NOW, OR IT'S GONE!

Loot all of the chests and do anything you wish to do here before you approach and inspect the creature guarding the ship. After leaving the Leviathan there is no coming back.

At the western end of the area is a ship sitting inside the mouth's opening, just waiting to take you to freedom. As nothing in life is this easy, a large, worm-like creature guards the ship. By now you know the drill—heal your characters, and prepare for battle. You may even wish to wander around the area for in order to beef Gareth up a bit, though you should be careful not to overdo it, as there is no way to rest and recover until you win your way past the worm-like creature. If you have not equipped Gareth with the Blood Sword for regular fights, do so now for the moment. When you are ready, approach the Barrel Worm, and begin the battle.



CHAPTER 12



BARREL WORM

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
2000	120	95%	1	4	NONE	1500-2000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
0	6	100	10%	50%	7	NONE
ABILITIES						
NONE						

The Barrel Worm predominantly uses powerful physical attacks, so immediately cast Blink, followed by Shield, to give your party some level of protection against the relentless pounding.



This is where the Blood Sword's usefulness begins to become apparent. Against certain powerful monsters, the usually weak sword does great amounts of damage to the foe, while still healing the wielder. Although Gareth is probably much weaker than the rest of the party, with the Blood Sword in hand he can greatly damage the Barrel Worm while keeping himself healed, so long as the monster does not KO him in one hit, which is possible.



The Blood Worm has some level of protection against both magical and physical attacks, but with the skills of your party this is not enough to protect it for very long. Cast Berserk to improve your physical attacks, and have each party member use their own hardest-hitting form of attack. Although the Barrel Worm can deal a great amount of damage in return, it only attacks once per round, which leaves you capable of reviving those who fall to the assault. With the use of the Blood Sword and your other strong fighter's attacks, even the powerful Barrel Worm falls within a few short rounds.



Now that you have defeated the monster guarding the ship, nothing stands between you and freedom once more. Don't worry about going back to fetch the other prisoners, as it does no good. Instead, board the ship to reach the outside world. By

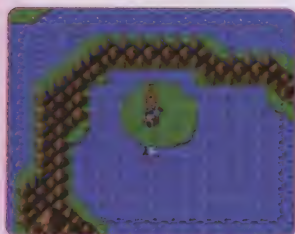
this point you are probably a bit worse for wear, so return to Altair or Mysidia for a bit of rest and recovery before returning to unlock the secrets of the tower. Or if you prefer, continue on to the base of the tower and use a Cottage before entering, although you won't be able to sell off any extra inventory and re-supply your characters.



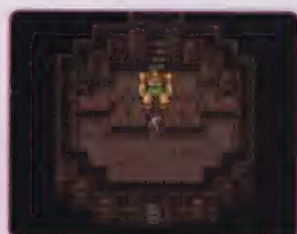
LEVIATHAN

CHAPTER 13

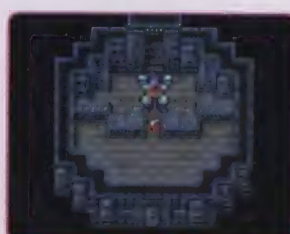
THE SEAL AND THE SCROLL



Use the Crystal Rod to enter the Mysidian Tower.



Fight your way to the third floor and face the Fire Gigas.



Continue to the fifth floor and defeat the Ice Gigas.



On the seventh floor, defeat the Thunder Gigas.



Fight the White Dragon on the ninth floor.

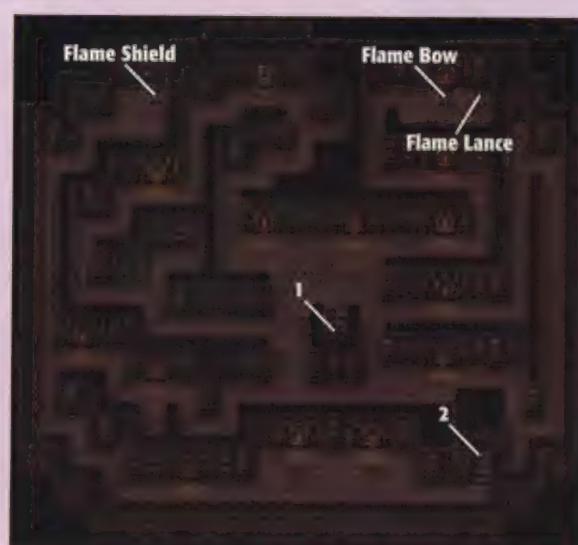


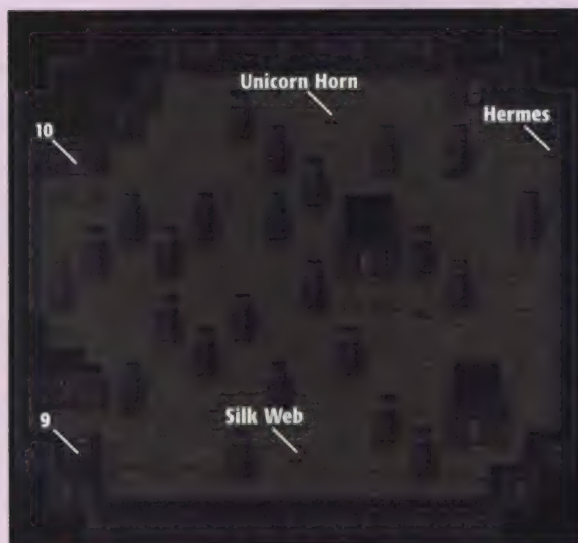
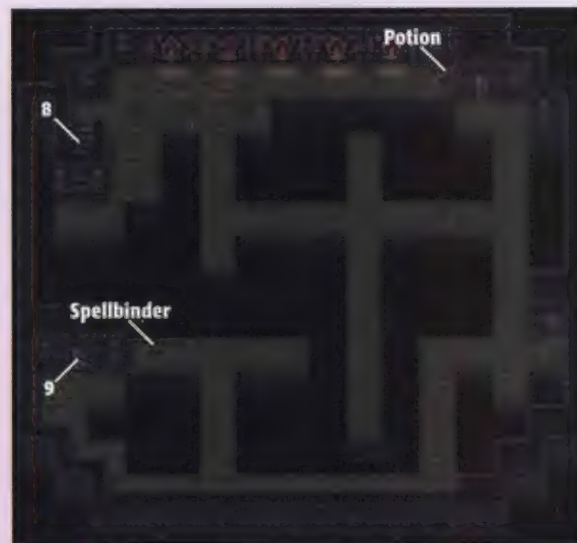
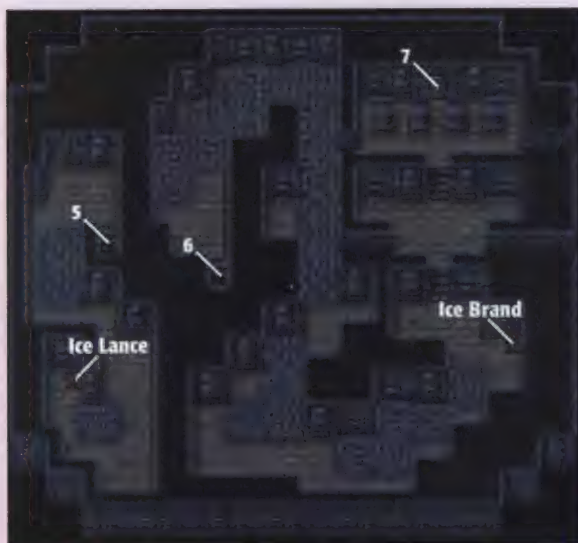
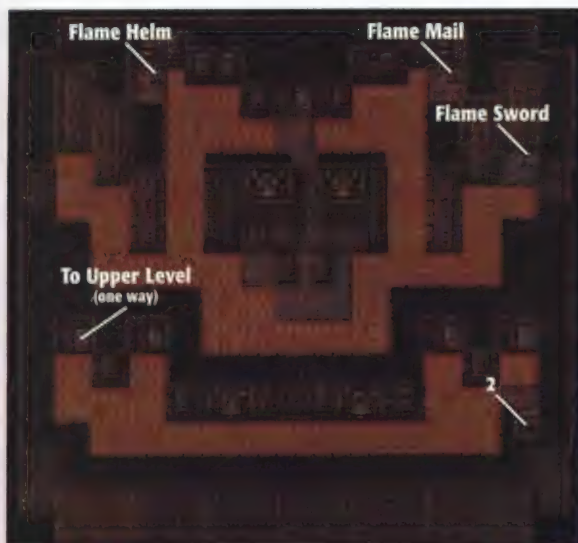
Climb to the tenth floor to find Mindu and watch him break the seal.



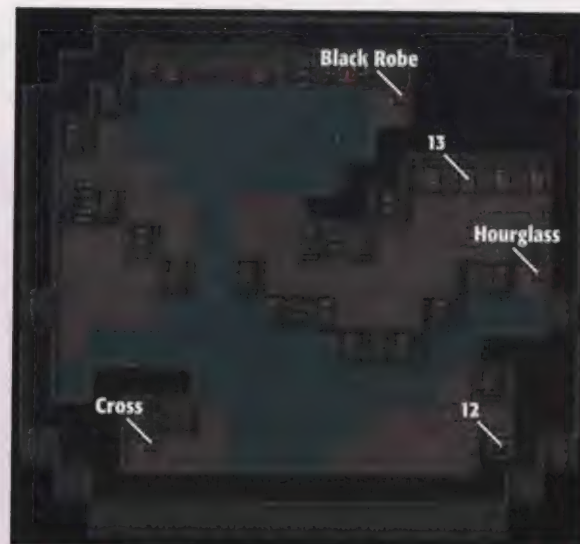
Claim the Ultima Scroll, the most powerful spell known in the world.

MYSIDIAN TOWER





MYSIDIAN TOWER



ITEMS FOUND

Staff (x3)	Flame Helm	Ice Brand	Flare Scroll
White Robe	Flame Mail	Potion	Hourglass
Flame Bow	Ice Shield	Spellbinder	Cross
Flame Lance	Ice Lance	Silk Web	Black Robe
Flame Shield	Ice Gloves	Hermes	Ultima Scroll
Flame Sword	Ice Mail	Unicorn Horn	



Mysidian Tower Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BASILISK	750	70	50	6	NONE	6	500-1000
BOMB	640	60	50	4	FIRE, BOLT	5	300-600
CHIMERA	640	60	50	3	NONE	5	300-600
DARK FLAN	370	40	210	3	FIRE	5	300-600
DOOM PETALS	540	40	40	3	FIRE, ICE	5	200-500
EVIL BUD	1140	70	70	5	FIRE	6	600-1500
FROST LIZARD	1000	85	70	6	FIRE	6	600-1500
GHAST	100	25	9	2	FIRE	3	50-300
GHOST	540	35	35	3	FIRE	5	500-1000
GIGAN RHINO	1140	50	50	6	NONE	4	500-1000
GOTTOS	2000	70	60	5	NONE	6	800-2000
HILL GIGAS	750	100	60	4	NONE	5	200-400
IMP	300	35	35	3	NONE	5	500-1000
KILLER MANTIS	750	60	50	4	ICE	5	400-800
MEZZO MALBORO	1000	60	60	6	NONE	6	500-1000
REVENANT	240	40	25	3	FIRE	4	300-600
SHRIEKER	540	35	40	4	NONE	5	12-100
SPECTER	300	25	25	3	FIRE	4	400-800
VAMPIRETTE	540	40	50	4	FIRE	5	500-1000
WEREWOLF	540	50	50	4	NONE	5	500-1000
WINGED RAY	750	60	50	4	NONE	5	400-800
WRAITH	60	9	9	2	FIRE	2	25-200

This tower not only has four Boss battles, but it has ten floors with very strong random enemies to boot. In addition, there are nasty enemies, like Frost Lizards, lurking in some of the special encounter rooms and powerful Gottos acting as a chest guard. Chances are high that you will need to leave the tower once or twice to rest and use up recovery items to avoid falling to the various enemies found throughout the tower.

Some of the more dangerous random encounters are the Specters and Basilisks, each of which can petrify your characters. Stock up on a few Gold Needles and one of your characters should have a level 5 Esuna spell handy. Even worse are the Imps, which cast Muddle on multiple characters at once. Many of the others like Evil Bud and Mezzo Malboro inflict nasty status effects, so be prepared, and watch your step.

INTO THE TOWER

With the Leviathan out of your way you are free to make a second attempt to enter the Mysidian Tower and complete your quest. Go to the center of the reef and step onto the land, approaching the tower. With the Crystal Rod in hand you are allowed access into the building.

BLOOD SWORD VS. UNDEAD

This sword's effect is reversed against Undead, healing them while harming the wielder. If Gareth has been wielding it to keep up his HP, this is a good spot to remove it and wield another powerful sword in his secondary hand. Keep the sword close at hand, you'll still be using it a few times within the tower.



You have the chance to start looting the chests scattered throughout each floor, although on this bottom floor you may not wish to take the time to loot all of the weaker items. Of course, skipping them would mean failing to collect all of your Collections Data, so think hard before skipping even the poorest chest. To get them all, head directly east along the wall after entering the door to a chest holding a **Staff**. From this chest, head west and north out of the alcove, then west through to the center of the room with the pillars. From this room head northeast to loot a chest containing a second **Staff**. Head west through a hidden opening near the bottom of the wall just to the west to enter a walled-off area with a third chest, this one holding a **White Robe**. Return to the central area, then go west through the opening and north into another alcove with another **Staff**. Go back east into the center of the tower and up the staircase in the center to the second floor.

MYSIDIAN TOWER

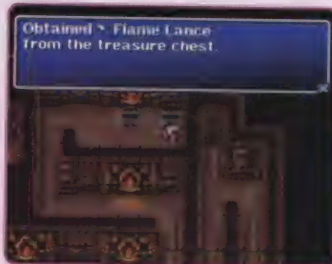


ESUNA

As you probably noticed shortly after stepping foot in the tower, many of the monsters here inflict status effects—especially on Gareth, who has not yet worked up his resistance to various status ailments. Take this chance to practice Esuna as much as possible. Many of the nastier status effects can only be removed by high-level Esuna spells or with various curative items, and you do not want to have to lug around a full inventory of restorative items when you have so many other interesting things to carry.

TRIAL BY FIRE

Head north and east to two chests sitting side-by-side in an alcove. The left chest holds a **Flame Bow**, while the right holds a **Flame Lance**. Go back toward the center of the room and take the west passage, follow it as it turns north, then step through the center of the westernmost point. Follow this new passage north to claim a **Flame Shield**. Follow the same passage all the way south and then east along the southern wall to reach the stairway to the third floor.

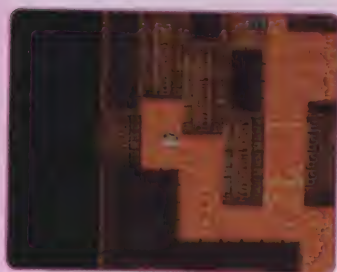


Sense a trend...?

RECOVERING YOUR ENERGY

After only a floor or two of the relentless attacks of powerful enemies your party may be getting worn out. If you need to leave the tower to rest, try to do so sooner rather than later. The higher in the tower you are when you Warp out, the farther you must go to return to your former spot.

For the higher levels of the tower, stock up on recovery items, especially Ethers and one or two Elixirs, as the MP is useful for both combat spells and healing. The Black Magic users in your party should have the Osmose spell by now, keeping them from using Ethers.



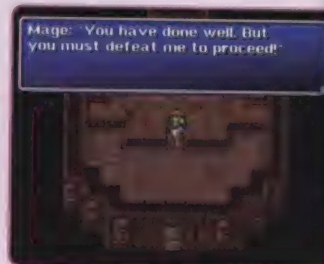
The third floor of the Mysidian tower is covered in lava in most spots. As in the Leviathan's pools of bile, each character takes 1 HP of damage for each step, but the party avoids random encounters. Wade through the lava all the way to the west, down the first passage. Keep an eye on the party's HP, and step through the last door to the west to reach the second section of the third floor. Be forewarned, there is no immediate way back, aside from a Banish or Warp spell.



Wade west and east from the narrow strip of land to reach two of the chests.

Helm from the treasure chest to that side, while the chest to the east holds **Flame Mail**. Return to the solid path and head north through the door.

Behind the door stands a figure that looks like a black magician. Take the time now to heal your characters and equip them accordingly. Ice weapons and items like Notus are ideal for this enemy. The Ogreakiller is strong against this foe, as is the Blood Sword.



As soon as you speak to the figure, it transforms into a dangerous monster, a Fire Gigas. You may have guessed from the theme of the equipment on the preceding levels that the nearby enemy uses ice-based attacks and is weak against Fire, but instead the creature just fits in with the level's theme of flame.



CHAPTER 13



HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
1800	100	95%	1	4	ICE	600-1000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
240	6	100	40%	50%	7	NONE
ABILITIES						
BOULDERS 9, FIRE 16						

Like its cousin the Hill Gigas, this creature is extremely strong. So as with most strong enemies, your first order of business should be to cast Blink on your party, followed by Shield if your characters aren't too busy healing—or if the fight lasts that long.



With both OGREKILLER and the Blood Sword in the hands of proficient fighters, this fight does not last long. It may be over in a single round with a few lucky strikes, especially if a handy high-level Ice spell, or an attack with the Ice Bow, follows the attacks.

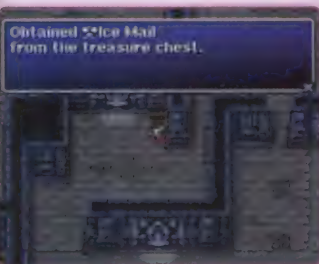
Without the OGREKILLER or Bloodsword, the fight becomes longer and more dangerous, but not overly so. The Fire Gigas is resistant to most attacks, but it is weak against Ice, so a few Ice spells and lucky strikes with regular or especially Ice-based equipment should still make short work of the monster in a matter of rounds.



You now have the first major fight of the tower under your belt, but don't breathe too easily just yet. There are still more Boss fights to come further inside the tower, and you still have a long climb ahead.

AS COLD AS ICE

The next floor is not filled with as many twisting passages. Just to the west of the stairs from the third floor is an **Ice Shield** in a treasure chest. Near this chest is a set of stairs leading up—go ahead and take these stairs, then follow the brief passage south to claim the **Ice Lance**. The floor of this fifth level is covered in spots with shining, jagged ice. While this looks much different, it has the same effects as lava, good and bad. So walk across it or avoid it (if you like) where possible, and return to the fourth floor to continue your journey.



...And another trend becomes apparent.

Back on the fourth floor, head south along the western wall then head east to claim the **Ice Gloves** from the next chest. Continue heading east, then north through a narrow opening when you get the chance, turning west to collect the **Ice Mail**. Now head back out to the northeast section of the level to take the stairs up to the second section of the fifth floor.

While this floor is also made up of a winding twisting passage, this time it only leads along one pathway. Follow this path, picking up the **Ice Brand** along the way. At the end of the passage, climb the stairs and head through the doorway into a room with a second apparent mage. As before, this mage turns into a monster based on the theme of the floors—in this case an Ice Gigas—when you speak to it. So heal your characters and equip them this time with the Flame equipment that you just found on the previous levels of the tower, and speak to this second foe to move him out of your way permanently.



As you climb higher in the tower, be very careful of the nasty status effects.

ICE GIGAS

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
2000	120	95%	1	4	FIRE	600-1000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
140	7	120	50%	50%	7	ICE BRAND, NOTUS
ABILITIES						
BOULDERS 9, ICE 12						

This foe is just slightly tougher than its cousin down on the third floor, and the strategy for fighting it is the same, just with the element of Fire in the place of Ice.



Cast Barrier and Shield to protect your party, then take out the foe with Ogreakiller and the Blood Sword, or barring that, Fire-based weapons and the Fire spell. The main danger by this point is that your characters are being worn down after the long climb to reach the fifth floor.



Even after this second fight, you can't relax. You are only halfway up the tower, and the toughest boss fight is still ahead of you. Still, there is nothing gained by sitting and worrying, so continue on up the stairs behind where the Ice Gigas stood and prepare to tackle the sixth floor.

A BOLT OUT OF THE BLUE

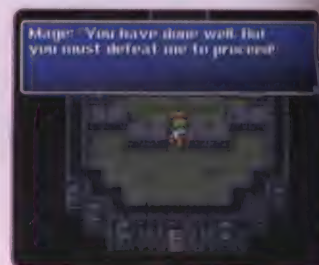


At the top of the stairs to the sixth floor, head directly east to loot the first chest of the level for the **Potion** inside. Go back to the west and step south onto the pathway leading over the top of the chasm in the floor. Where the pathway branches into four directions continue heading east then turn south at the next branching, following the path as it leads south and west. Turn north to claim the **Spellbinder** from the treasure chest. Head back south to the walkway and continue your journey west, heading north through the door at the end of the path to reach the seventh floor stairs.



Once on the seventh floor, head east to pick up a **Silk Web** from the treasure chest in the south of the room. Go to the north-east corner of the room to loot a second chest for the **Hermes** inside. To the west from this chest lies a third, containing a **Unicorn Horn**. Continue west until you reach the doorway in the northwest corner of the room. Enter it to find the last "mage" guarding the staircase.

Whether you had difficulty against the previous two Gigas or not, don't let former successes make you complacent. The upcoming fight against the Thunder Gigas is the toughest of the three, and you must be careful not to end your quest right here. Equip the Spellbinder and any other items that allow you to use Poison, and equip the Ogreakiller and Blood Sword as well. Try to equip any Diamond equipment where you can. Heal up, use the Memo File to save your progress, and approach the opponent.



CHAPTER 13



THUNDER GIGAS

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
2500	150	95%	1	4	POISON	800-1000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
370	8	150	60%	50%	7	NONE
ABILITIES						
BOULDERS 9, THUNDERBOLT 12						

By now you are probably well worn out, but face the toughest of the three Gigas battles on your plate. This foe is not content with just pounding your group physically—he also uses a powerful Thunderbolt spell that he casts on one character at a time. After casting Blink this time, follow it up with Shell before using Shield.



Although this fight is tougher, the basic strategy is the same, other than protecting yourself from spells. Attack using the weapons strong against the foe, and use Haste (or the Hermes bottle that you just found) and Berserk on those equipped with them for the best effect. Follow up with Poison spells and you should make it through in one piece after only a few rounds. You can also try to use the invoked effect of the Spellbinder staff, but as this casts a high-level Poison spell at random, it has a better chance of hurting your allies than harming the Thunder Gigas.



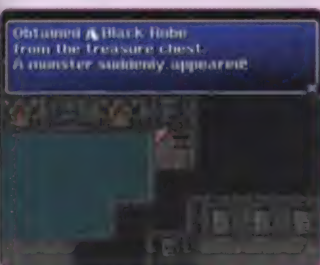
Without the right equipment, this fight is a lot tougher but not impossible. Focus on protecting your characters and keeping them healed in the hopes of not having to scramble every round to revive a character or two. With a strong enough defense and the protective spells, you may be able to last through without a KO. Pummel the foe with your strongest attacks, especially with magic, and you should make it through just fine.



With the fight against the Thunder Gigas under your belt, it's time to breathe a bit easier, but you still aren't out of the woods. You have a few more floors to conquer and a few more tough battles before you're done with this tower.

ONWARD AND UPWARD

On the eighth floor your journey is finally starting to come to a close, but you're also starting to face tougher foes in random battles. Don't waste time and head east into the main pathway and follow it north, only turning east at the very end to claim a **Flare Scroll** from the northeast corner. This chest is guarded by a group of Gottoms and/or Evil Buds, but these should not be any great danger to your group by now, especially if Evil Buds show up alone. Now head back to the west and take the central passage briefly south to reach the next passage leading east, just below the room with the chest. Enter this doorway to reach the stairs to the ninth floor.



This floor is covered in places with water, but it is natural, non-harmful water. Head north and east from the top of the stairs to pick up an **Hourglass** from the chest, then follow the south wall west to loot a chest holding a **Cross**. Continue traveling to the northwest, climbing the stairs to the upper section of the floor. Wade east along the north wall to reach a third chest. This chest holds a handy **Black Robe**, but it also has a very nasty monster guarding it—the White Dragon.

White this monster is tough, it is weak against Fire (plus its related weaponry) and to the Blood Sword. Equip the various Flame weapons that you have at your disposal. Re-equip the various Flame armor that you used so recently against the Ice Gigas. Heal your characters, then tackle the dragon to claim your prize.

MYSIDIAN TOWER



WHITE DRAGON

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
2500	150	95%	1	5	FIRE	2000-10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
140	6	120	75%	50%	7	BACKSTABBER, ICE BOW
ABILITIES						
ICESTORM 16						

This fight in many ways is a repeat of the Thunder Gigas battle, at least in defensive strategy. The creature is strong and well defended against most normal attacks, but is weak against flames. Cast Blink first, then Shell to protect your group against the high-level Icestorm spell that the Dragon casts, then cast Shield, as per before. Although the fight is similar, Fire is more common for both spells and equipment than Poison, and the White Dragon has fewer hits per round than the Thunder Gigas, so you should be better off than before.

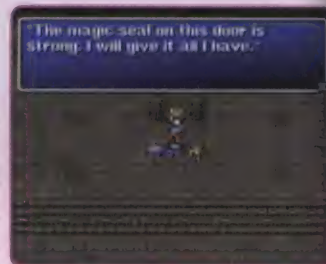


Attack the creature with your Flame weapons and Blood Sword, and cast high-level Fire spells as much as possible. Cure and, if necessary, revive with your white mages. Once again, this simple strategy is still effective, and should leave you victorious in a few rounds.



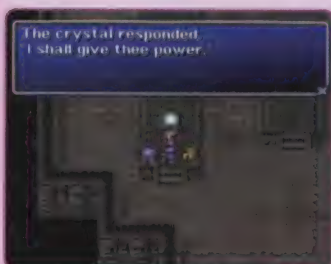
Equip the Black Robe onto your main Black Magic user and walk to the southeast, taking the second door from the left to reach the tenth and final floor.

Once on the tenth floor, stop to make sure there is a slot of empty space in your inventory. Head north across the floor to where you find Mindu at last. He has been waiting for you it seems, because the seal on the door is too strong for him, and he must give everything he has in order to break it. Your characters stand back as he puts all of his remaining strength into one last effort to break the seal, leaving the party to walk through the doorway to claim the incredible prize at the end.



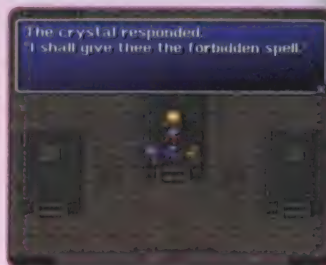
SILVER BEFORE GOLD

Inspect all four silver spheres before inspecting the gold sphere. When the gold sphere disappears, it takes all the others with it, leaving you without the additional bonuses that you could otherwise have.



Once through the doorway you are faced with four silver spheres at the four corners of the room, with a gold sphere gleaming in the center. Approach each of the silver spheres in turn to inspect them. Each gives one of your characters at random a bonus to a given stat, although it tends to favor giving the bonus to the one already strongest in the stat. Clockwise from the bottom left they give you: Strength, Spirit, Intelligence, and Agility.

Approach the gold sphere to inspect it. From this sphere you receive the powerful Ultima Scroll, which you should teach to your White Magic user without delay. As the gold sphere disappears, a portal appears just beyond its pedestal. Use it to travel immediately to the outside of the tower where your ship is waiting to take you back to civilization.

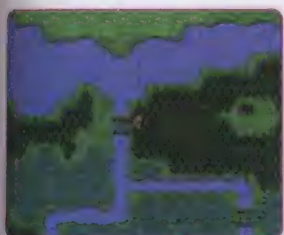


CHAPTER 13

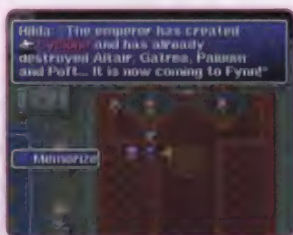


CHAPTER 14

THE EYE OF THE STORM



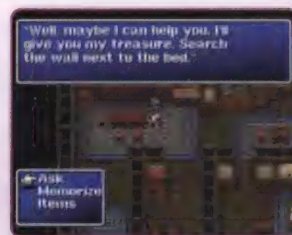
Return to Castle Fynn amidst the devastation of the world.



Learn about the Cyclone and the castle's mirror from Hilda and Gordon.



Summon the Wind Drake from the castle's mirror room.



Speak to Pavel and retrieve his treasure.



Enter the Cyclone and fight your way to the top of its core.



Fight the Green Dragon, guardian of a chest.



Defeat the Emperor and his guardians.

Encounters at Sea

NAME	HP	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
BOLTFISH	540	60	50	4	NONE	5	400-800
MANTA RAY	870	70	60	4	BOLT	5	400-800
SEA DRAGON	870	70	60	4	BOLT	5	400-800

Encounters on Land

NAME	HP	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
BOMB	640	60	50	4	FIRE, BOLT	5	300-600
CAPTAIN	750	60	50	4	NONE	5	200-300
HILL GIGAS	750	100	60	4	NONE	5	200-400
SERGEANT	140	35	25	3	NONE	3	100-200
SORCERER	140	25	17	3	NONE	4	400
WEREPANTHER	190	35	25	3	NONE	3	50-300

After so long a time fighting the Hornets and Goblins and other easy monsters around the early cities that you visited, you may be surprised to find a lot of new, tougher foes in the area. The sea is also populated with tougher enemies. Even if your characters are worn out from the Mysidian Tower they should not be too large of a threat, although they can pose some danger if you are too careless.

WHILE YOU WERE GONE ...

ITEMS FOUND

Wind Drake

Ninja Suit

Thief's Gloves

Elixir

Silver Plate

Ruby Plate

Gold Plate

Gold Hairpin

Blood Sword

KEYWORDS LEARNED

Cyclone

DESTRUCTION ON LAND

You may have been thinking to make the quick trip via ship to Altair to rest and manage your supplies before heading back to Castle Fynn. Your party has just been through the wringer, and your inventory is probably stuffed to the gills with extra items, too few of them being recovery items after the long trip to the top of the Mysidian Tower.



and replenish your supplies, then head for the Castle to speak with Gordon and Hilda in the throne room.

Stopping at Altair reveals to your dismay that the entire town has been destroyed during your time in the tower. A quick inspection of Gatreia reveals the same situation there. Furthermore, random encounters in the nearby area involve monsters much stronger than those from before. Something has happened in your absence, and hopefully those at Castle Fynn can provide a clue. As you approach the castle, look in the background for a large tornado hovering in one place. For now, head into the town to rest

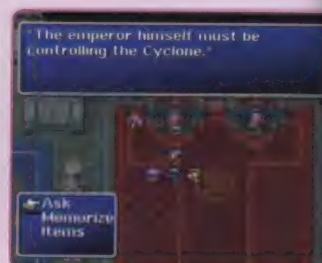
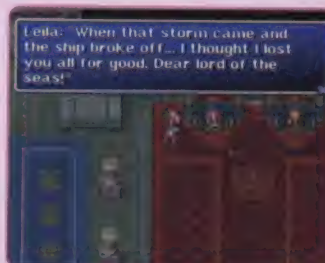


THE ULTIMATE SPELL

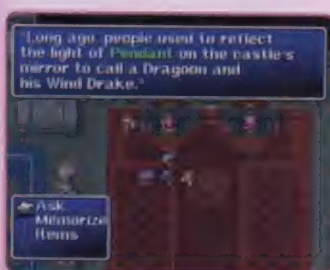
As you begin to see these more powerful random encounters, use this chance to start practicing Ultima at every opportunity. This is the ultimate magic, but it won't be nearly as useful unless you build it up to higher levels, so practice!

The previous lighthearted chatter of Fynn's citizens is now much darker and confirms what you had feared—the Cyclone in the distance destroyed the nearby towns, killing and demolishing everything in its path. After taking the time to rest and shop, head to the castle, speaking to the people along the way. You find out a few bits of interesting information, such as the fact that the Emperor himself is inside the Cyclone, controlling it.

In Castle Fynn's throne room, one pleasant surprise awaits. Although you last saw Leila being dragged into a whirlpool, she managed to live through the experience and return to Fynn. Greet her and speak to Princess Hilda. You hear a sad list of the towns destroyed by the Emperor, and have the chance to memorize the keyword **Cyclone**. Ask about it to find that Hilda, too, believes the Emperor to be inside it.



TO RIDE THE WIND



Hilda and Gordon both see the problem with reaching the center of the Cyclone from the ground, but there could be a way past this difficulty. Ask Hilda about the keyword Wind Drake, and she reveals that the castle's mirror has been used with the Pendant to summon a Wind Drake and Dragon.

CHAPTER 14



Return to the first floor of the castle and climb the southwestern stairs up to the third floor. Take the northwest passage to reach the mirror's room. Approach the mirror at the north end of the room, then bring up the Word Memory System menu. Use the Pendant, and you are shown a quick flash of the Dragon's Egg, followed by a Wind Drake's image flying fast. The dragon itself soon appears, flying to the mirror's room to greet your characters. The last Wind Drake is now united with the last Dragoon, as it was meant to be. You now have the **Wind Drake** as an event item within your inventory.



In this case, two Blood Swords are indeed better than one.

Return to the ground floor of the castle and exit the building. Although the Wind Drake is now at your disposal, head back into town. Go to Pavel's house and speak with him. Ask him about the Cyclone and, in order to help you in your tough task, he tells you to search the wall next to his bed. Go to the small bedroom in the southeast of the house and walk through the top section where there is a hidden opening. Loot the treasure from eight chests. The top row contains, from left to right, a **Ninja Suit**, **Thief's Gloves**, **Elixir**, and **Silver Plate**, while the bottom row in the same order holds **Ruby Plate**, **Gold Plate**, a **Gold Hairpin**, and the second **Blood Sword**. Equip the various items or sell them as you see fit (but hold onto the Blood Sword), then you are ready to face the Cyclone.

Leave town and walk just to the northeast where the Cyclone still spins in place. Walk directly into the base of the Cyclone as you would enter a town or ship. As you step into the Cyclone's base, your Wind Drake appears to carry you up into the fierce winds, and you enter the building at the eye of the storm.

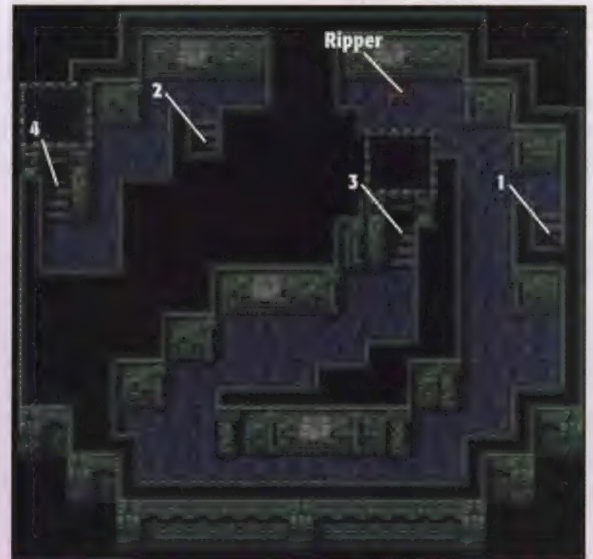


Cyclone Interior Encounters

NAME	HP	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
BOMB	640	60	50	4	FIRE, BOLT	5	300-600
CAPTAIN	750	60	50	4	NONE	5	200-300
COCKATRICE	370	35	40	3	NONE	5	400-800
EVIL BUD	1140	70	70	5	FIRE	6	600-1500
GENERAL	1800	120	100	4	NONE	7	1500
GOTTOS	2000	70	60	5	NONE	6	800-2000
HECTEYES	1140	100	60	6	NONE	6	800-2000
HILL GIGAS	750	100	60	4	NONE	5	200-400
LAMIA	1000	70	70	6	NONE	6	800-2000
MEZZO MALBORO	1000	60	60	6	NONE	6	500-1000
ROYAL GUARD	870	60	60	6	NONE	6	800-1000
SUCCUBUS	1140	85	85	6	FIRE	6	1500-10,000
WIZARD	540	40	35	4	NONE	6	1000-1500
WOOD GOLEM	1620	100	120	14	FIRE	7	600-1500

You are not as likely to receive dangerous status ailments in this dungeon as in the Mysidian Tower, but don't let your guard down. Some of these enemies take a lot of damage to destroy, like the random Wood Golem and the General guarding a chest, and many of the foes can dish out a lot of damage as well.

The main danger in the dungeon is running out of MP due to practicing Ultima, casting many Cure spells, and possibly being drained of MP via Osmose thanks to the Wizards that populate parts of the dungeon. Take a handful of Ethers and Elixirs with you, and you should be okay.



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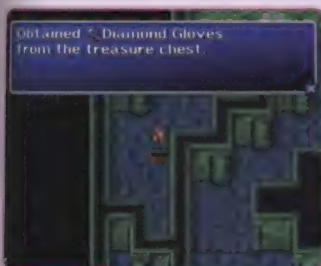


ITEMS FOUND

Ripper	Defender
Venom Axe	Diamond Mail
Diamond Gloves	Zephyr's Flute
Diamond Helm	

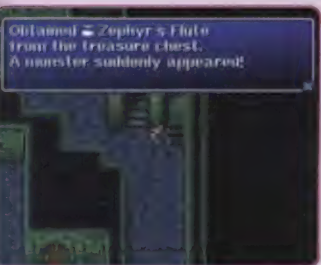
THE BUILDING IN THE STORM

Once inside the building head directly east and take the stairway. In this section of the second floor, head north to collect a **Ripper** from the treasure chest, then head south and follow the trail as it curves around west and north, taking the stairs to the 3F. Here you find floor sections that function just as the acid pools and lava did in the previous dungeons. Follow the passage-way through the trap, and claim a **Venom Axe**. Return to the first floor. Once there, head straight west from the base of the stairs to reach the second set of stairs to the second floor, and climb them.



The second section of the Cyclone 2F is just a short passage, so follow it and climb to the third floor. Follow the passage west and again take the first set of stairs that you find. On the fourth floor, go north to the wall then head west to take a **Diamond Gloves** from the alcove. Opposite this chest to the east is another containing a **Diamond Helm**. Return to the third floor and once again continue along the passage to take the second set of stairs leading to the fourth floor.

At the top of these stairs, take the passage heading east. Upon finding two sets of stairs, take the stairs to the left. On the fifth floor, follow the passage all the way south to claim a **Defender** from the first chest you reach. Continue following the passage south and west to claim a **Diamond Mail** from the second chest on the level. One or more **Generals**, a more powerful cousin to the Sergeant and Captain, guard this chest. They hit hard, so protect your characters with **Blink** and fight back with powerful spells and attacks to defeat them. Return to the stairs and go back to the fourth floor, this time taking the right set of stairs to the next section of the Cyclone 5F.



This second section of the fifth floor is short, so follow the passage and take the stairs up to the sixth floor. Take either the north or east passage, following it as it curves around to the north-east, and open the treasure chest that you find there to claim a **Zephyr's Flute**. Be careful—this chest is also guarded, and this time the protector is a **Green Dragon**, similar to the **White Dragon** that you faced in **Mysidian Tower**. Heal and prepare, equipping the **Rune Axe** and **Blood Swords** if you have them, because you've got a tough fight on your hands.

GREEN DRAGON

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
3000	150	100%	1	8	BOLT	2000-10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
190	7	150	75%	40%	7	DIAMOND HELM, GAIA DRUM, HEALING STAFF
ABILITIES						
POISON ABSORB, TOXIN 16						

Like most Boss encounters, the dragon is immensely strong, capable of KO'ing some of your characters in one blow. Cast Barrier and Shield straightaway, then use Cure and Life when needed.



The Green Dragon absorbs Poison spells, so keep that in mind. You can get away with using weapons like Spellbinder and the Venom Axe, but try to focus more on weapons like the Blood Swords. Cast Berserk on any of the characters wielding the weapons that are strong against the monster, then cast Bolt on each subsequent round.

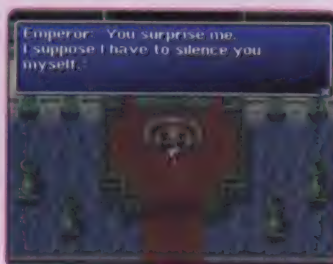
As the Green Dragon's weakness is against Bolt and it is attuned to Poison, it is harder to find any elemental weapons and armor of use against the creature. Make do with what you have, and keep your characters protected and healed. Use your powerful fighters and cast Bolt to take the creature down before it can do much damage.



Continue up the nearby stairs to the seventh floor. As you approach, you spy the Emperor sitting on his throne just ahead. Don't get too close! The party automatically continues its approach upon reaching the stairs below the platform. Prepare by equipping the Blood Swords, preferably one on each of two separate characters to allow those two to heal without resorting to Cure spells.



As befits any Emperor, evil or no, he has quite a large ego. He does not bother to fight you at first, instead sending two separate groups of Royal Guards to attack your party. As you have already been fighting these as random enemies throughout the dungeon you should have no problem dispatching them quickly. Only after you defeat both waves of guards does the Emperor feel that you are worthy of his personal attention.



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EMPEROR

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
1290	70	80%	1	4	NONE	10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
190	6	50	65%	40%	6	NONE

ABILITIES
BLINK 8, BOLT 10, ELIXIR 1, HASTE 6

A Wood Golem and two more Royal Guards protect the Emperor; spend the first rounds dispatching them. A powerful Fire spell on the Golem and physical attacks from your fighters should be enough to clear them out within a few rounds.



While the Emperor is a magic-user, you really don't need to spend the extra rounds protecting your party from his spells. The Emperor is powerful in his leadership, but he is not an exceptionally strong adversary. One round of attacks with Blood Swords should be enough to leave him in the dust.

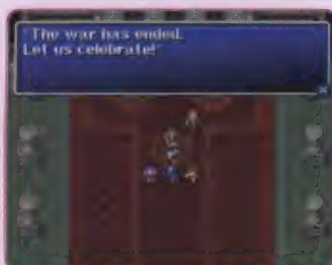


If you would like to be extra cautious, spend the first round or two of combat casting Osmose on the Emperor—if you have the spell up to level 2 or more, two or three rounds should be enough to drain all of his MP into your own supply. Of course, he still may use Elixir on himself after this point, but you have a good chance of ending the fight before this happens.



CELEBRATION!

With the fight over and the Emperor lying dead at your feet, the party returns automatically to Castle Fynn to make its report. As can be expected, there is a celebration to greet the good news, and your characters get to relax for a while, carefree, as they dance into the night.



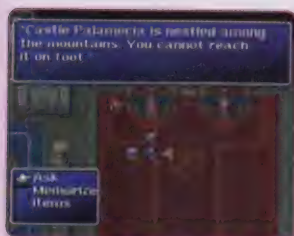
Most good things however must come to an end, and in this case they end abruptly with the arrival of a messenger. Maria's brother Leon has revealed himself as the Dark Knight, and has stepped forward to take the Emperor's place. The celebration comes

to a crashing halt as everyone scrambles to prepare for the battles yet to come.

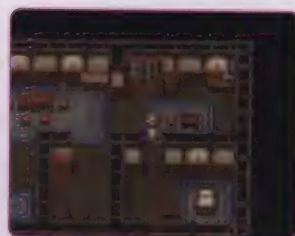


CHAPTER 15

A RETURN TO BATTLE



Learn about Castle Palamecia from Hilda and the others.



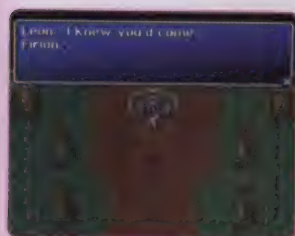
Visit Pavel to learn the way into Palamecia, finding Cid in the process.



Travel to Poft to claim the airship.



Land on the roof of Castle Palamecia to enter.



Make your way to the castle's eighth floor to confront Leon.



Escape from the Emperor's wraith as he returns from the dead.

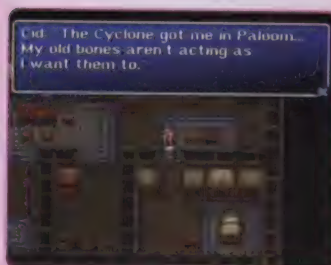
BATTLE PLANS



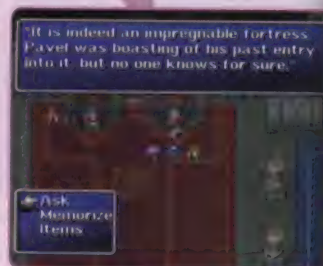
With the celebration interrupted and Leon as Emperor, you must now make plans for your next step. The rest of the guests quickly scatter, and you find yourself alone in the throne room with Leila, Hilda, and Gordon.

Speak to Princess Hilda, and Maria swears to do whatever she can to turn Leon back to the side of good. Hilda informs your party that, as Emperor, Leon can be found in Palamecia. Memorize the keyword **Palamecia** and ask her about it.

Speak to Gordon next, and he shares Hilda's concerns about Leon. After a quick consultation, ask Gordon about Palamecia, and he gives you a clue to your next step—Pavel has boasted of entering the castle previously. Speaking to Leila gives the same hint, so it looks like a good idea to find Pavel.

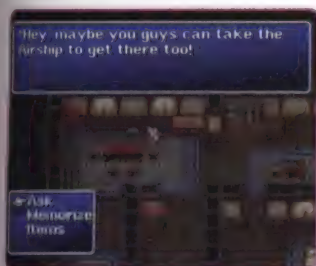


Head outside the castle and enter the town of Fynn. Take the time to rest and manage your inventory as usual—between defeating the Emperor and joining the celebration, you haven't had the chance up until now. Then visit Pavel's house. Pavel seems to be worried, but doesn't give you any more details on his visit to Palamecia for now. But just in the doorway to Pavel's bedroom is another familiar figure, that of Cid. He's been taking too much damage recently, and is deathly ill. He tells you to take care of his airship until he gets better—and in this way you receive the best transport available.



KEYWORDS LEARNED

Palamecia



Speak to Pavel once more. Now that you have an airship, he is willing to speak to you in more detail. Ask him about the keyword Palamecia, and he suggests using the airship to enter the castle via the roof. Fetch your airship and head to Castle Palamecia.

AIRSHIP TRAVEL

Your new transportation can be found in the ruins of Poft, where Cid once ran his transport service. Locate it by checking the World Map, where the airship is displayed as a large blinking red dot. Return to your ship and sail to Poft to give your new vehicle a try.

To board the airship, walk on top of it and press Land by pressing again, but keep in mind that you can only land on clear grassy areas, or other special locations (such as the roof of Castle Palamecia). If you try to land where there are trees or mountains or other impediments, your airship begins to lower, then it will rise back into the air.



The airship moves quickly, and you are above the reach of your various enemies that lurk amongst the plains, forests and seas. Take this chance to explore the world if you like, as you can now get around with ease.

Castle Palamecia Interior Encounters

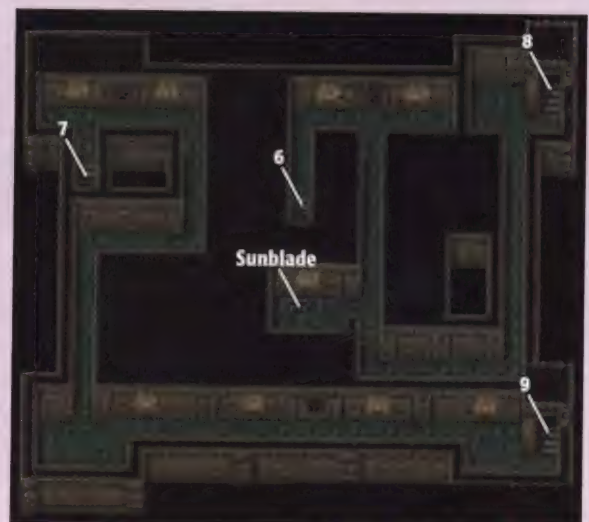
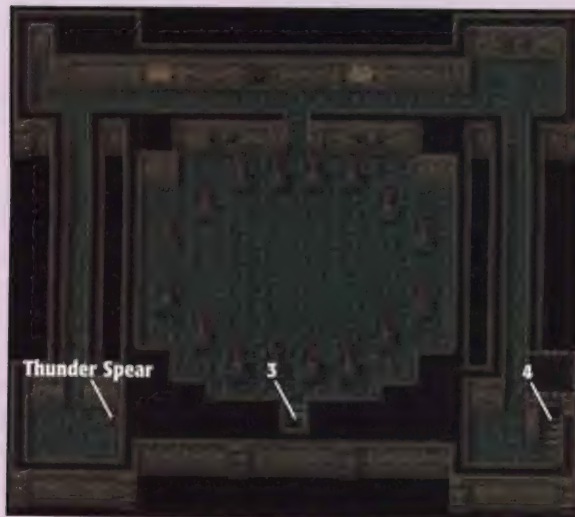
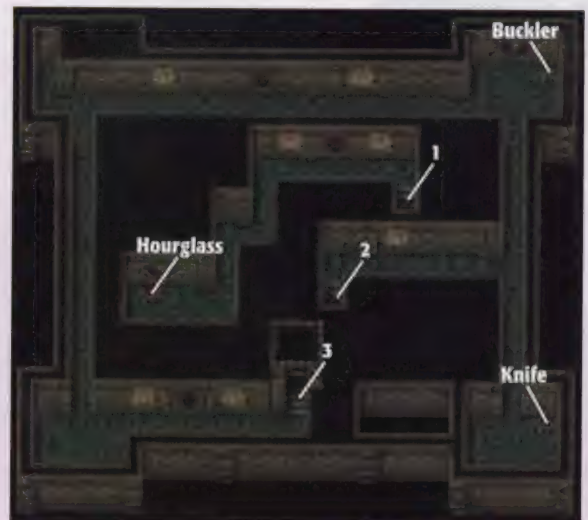
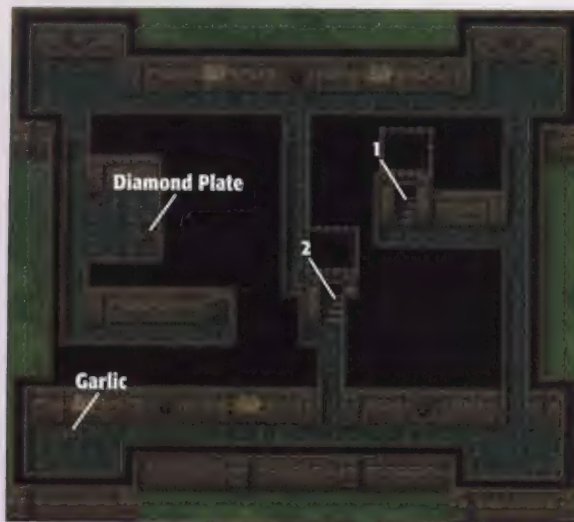
NAME	HP	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
BLACK KNIGHT	1140	85	85	5	NONE	6	1500-2000
CAPTAIN	750	60	50	4	NONE	5	200-300
COCKATRICE	370	35	40	3	NONE	5	400-800
COEURL	1000	40	60	5	NONE	6	1000-2000
DEATHMASK	640	50	40	4	FIRE	6	1000-2000
DOOM PETALS	540	40	40	3	FIRE, ICE	5	200-500
FALLEN EMPEROR	3000	120	120	8	NONE	7	0
GENERAL	1800	120	100	4	NONE	7	1500
GOTTOS	2000	70	60	5	NONE	6	800-2000
HECTEYES	1140	100	60	6	NONE	6	800-2000
KILLER MANTIS	750	60	50	4	ICE	5	400-800
LAMIA	1000	70	70	6	NONE	6	800-2000
LAMIA QUEEN	1290	50	50	7	NONE	7	10,000
STONE GOLEM	1800	120	150	14	POISON	7	600-1500
VAMPIRETTE	540	40	50	4	FIRE	5	500-1000
WINGED RAY	750	60	50	4	NONE	5	400-800
WIZARD	540	40	35	4	NONE	6	1000-1500
WOOD GOLEM	1620	100	120	14	FIRE	7	600-1500

The enemies in this castle tend to be very strong, and will pummel your characters mercilessly given half a chance. The Stone Golems, Fallen Emperors and Generals are particularly nasty, as they can take a lot of damage and dish a lot out in return. The Lamia and Lamia Queen are dangerous with their ability to Muddle your characters. The Coeurls are another nasty new creature, but they only show up guarding one of the chests, if at all. Keep your characters as healed as possible, and take along enough Ethers and Elixirs to renew your MP when you start to run low.

CASTLE PALAMECIA

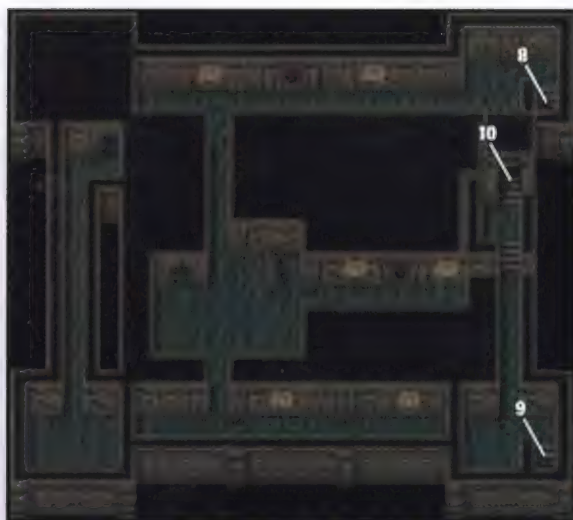


CASTLE PALEMICIA



CHAPTER 15





ITEMS FOUND

Diamond Plate

Garlic

Hourglass

Knife

Buckler

Thunder Spear

Saint's Spirit

Slumber Stalk

Mage's Staff

Healing Staff

Spellbinder

Sunblade

Elixir (x3)

Hellfire

Zephyr's Flute

ATTACK FROM ABOVE

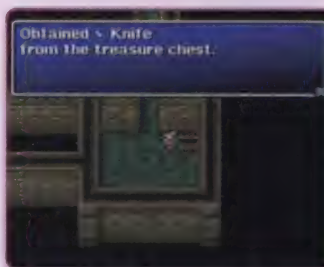
When you are ready to take on Castle Palamecia, head back to the Arena where you previously rescued the real Princess Hilda from the tournament. Your destination is the large castle in the mountains just to the northeast. To enter the building, steer the airship so that its shadow lands right on the highest part of the roof—you must be very precise—and press **X**. If you hit the right spot, the airship will land on the roof and your characters automatically disembark into the top floor of the castle. Once you drop into the castle you cannot return to your ship, and you cannot use Warp to leave the building. You are stuck for the duration.

Take the only passage north and enter the room at the end. As you approach the far end of the room, the floor opens and the entire party drops to the first floor, landing in the northwest corner of the level. Now you need to fight your way back up to the top and confront Leon.



Head south to claim a **Diamond Plate** from the first chest of the level. Return to the northwest corner then take the eastern passage to the end. Take the passage that runs south along the east wall, then turn west to follow the south wall to the southwest corner, where another chest holds **Garlic**. Return along the passages to the center of the east wall and head west, taking that set of stairs to the second floor.

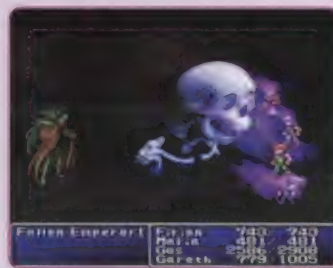
Walk to the end of the short passage to retrieve an **Hourglass** from a chest, and return to the first floor. Head back south and west, and when you reach the center of the passage along the southern wall take the north passage, at the end of which you climb a second set of stairs.



Not quite as nice as the Diamond Plate, but it's free.

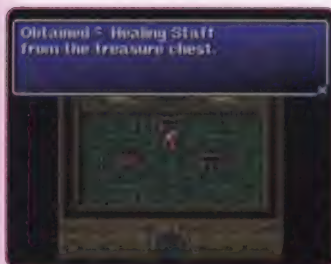
Once back on the second floor head south to chest in the southeast alcove and pick up the **Knife**. Head back north up the passage to the northeast corner, where this chest holds a **Buckler**. Head west down a long passage running by the north wall, then south along the west wall, and finally east along the south wall to reach the stairs leading up to the third floor.

The entrance to the third level of Castle Palamecia is one large room ringed by pillars. Head directly north through the room and out the other side, then head west along the passage. Go south along the wall until you reach a chest. Open it to fight the guardian Fallen Emperor and to claim the **Thunder Spear** inside. Now return all the way north and follow the passage all the way east and south to reach the 4F stairs.



CASTLE PALAMECIA





At the top of these stairs head north and west, taking either the first or second south passage to retrieve a **Saint's Spirit** from the chest there. Return along the passage and continue your trip west to loot a chest containing a **Slumber Stalk**. From this chest, return east down the passage and take the northern path, turning west and following the passage along the north and west walls to reach a doorway. Enter the doorway and you find a room containing three chests. These chests hold, from left to right: **Mage's Staff**, **Healing Staff**, and **Spellbinder**. Now return along the west and north walls and continue east to reach the next set of stairs.

HURT TO HEAL

The Healing Staff can be a useful item, but don't equip it as you would any other staff. This weapon can be used to heal the target in an attack rather than damaging it, as any other weapon would do. So wielding it along with another normal weapon is useless, unless you are fighting undead.

Instead, save the staff if you start to run out of MP and the recovery items to replenish them. To save MP, equip the Healing Staff along with a shield on one of your characters. That character should "attack" the other party members to heal them, although they may have to raise their staff proficiency level first before they can be of great help.



On the fifth floor, head directly west to take this first set of stairs to the sixth floor. Follow the passageway as it curves north and east, then take the south branch to claim a **Sunblade** from a treasure chest in an alcove. This blade is guarded by a group consisting of **Lamia Queens** and/or **Coeurls**. Continue east and north along the passage to reach the stairs leading to the seventh floor.

Now up on the seventh floor, follow the passage west and south to reach a doorway in the center of the floor. Enter the doorway and loot the three chests, each containing an **Elixir**.



Exit the room and return the way you came, heading back down the stairs to the sixth and then fifth floors. On the fifth floor, return east down the passageway and take the southern path to follow the east, south, and then west walls, at which point you reach a second set of stairs leading to the sixth floor.

In this section of the sixth floor, there is only one long passage to follow, once again following the various walls around the level. At the end of it, climb to the seventh floor, and after a short passageway climb again to the eighth floor of Castle Palamecia.

FRIEND OR FOE?

Now on the top floor of the building, follow the passage south and west to the entrance of the throne room. Before entering the throne room, continue west along the passage and follow it north along the wall, where you come to a room with two chests. The left chest holds a **Hellfire**, while the right contains a **Zephyr's Flute**. Now you are almost ready to go back and enter the throne room and end your quest in this place. Just before entering, go to the equipment screen and remove Gareth's equipment that you wish to keep, especially if he is wielding either of the Blood Swords, as he has an important task to fulfill soon.

At the northern end of the castle's throne room sits Leon within the Emperor's throne. Speak to him in order to challenge him, and Leon rises from his throne and approaches, ready to take on his former friends. His sister Maria however cannot let this happen, and stands before Leon, pleading with him. Leon refuses to give in, feeling the need for power. It looks like you're about to have to fight your former friend, when suddenly there is a flash and a magical glow, and a ghastly form appears in the vacant throne.



Apparently the Emperor was more powerful than you thought—even death could not stop him, and he has returned from hell itself to retake his throne. Now one of the undead, he is not interested in conquest any longer, instead wishing to destroy everything. Taken by surprise, your party and Leon are all quickly surrounded by his dark power and are about to be destroyed. At the last minute however, Gareth bravely launches himself at the Emperor to buy the rest of you time to escape on his **Wind Drake**, which flies in to carry the group to safety.

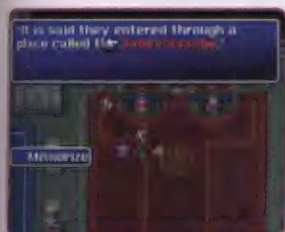
As your group leaves the castle a mystic transformation begins. The castle rises from the mountains, altering into the fortress known as **Pandaemonium**. Since there's nothing else that they can do at the moment, your forlorn party returns to Castle Fynn with Leon in Gareth's place to report to Princess Hilda.

CHAPTER 15

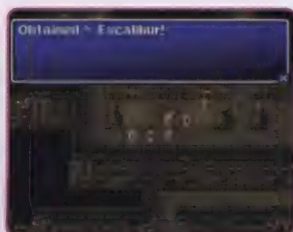


CHAPTER 16

A PASSAGE TO PANDAEMONIUM



Learn about the Jade Passage from your friends in Castle Fynn.



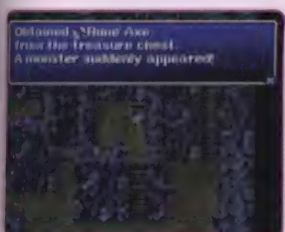
Finish any outstanding tasks, such as receiving Excalibur in Deist Castle.



Fly to Mysidia to find the passage, and fight through the dungeon.



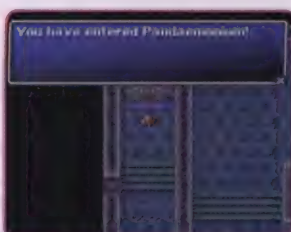
Fight the Blue Dragon to claim the Cat Claws from a chest.



Find the chest holding the Rune Axe and fight the King Behemoth.



Loot the Yoichi's Bow from another chest guarded by the tough Red Dragon.



Make your way through the remaining passages to reach Pandaemonium.

OLD FRIENDS



With your group back in Castle Fynn, you must give Hilda the sad news not only about Gareth's death, but about the Emperor's return as well. The Princess is dismayed about these happenings, but she is also concerned about Leon's presence. Maria remarks that Leon seems more like his old self. Leon sees the need to destroy the Emperor, so he joins your party.



If you attempt to approach Pandaemonium via the air, it quickly proves to be impossible. The airship has no place to land on the castle's jagged walls and towers. Turn to your friends once more to find some way into the building.

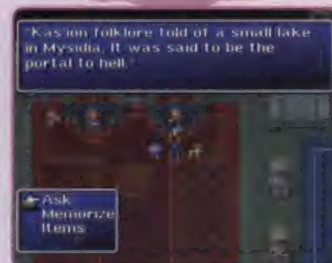
Return to Castle Fynn and speak to Princess Hilda. She tells you that once before, when demons flooded into the world, they entered through a place called the Jade Passage. Memorize the keyword **Jade Passage** and repeat it back to Hilda. She mentions that there is a place in Mysidian called by that name. Asking Gordon gives a bit more detail from his own history. Asking Leila also provides a useful piece of knowledge. It would make sense that the Jade Passage is found along the Jade Sea, so your destination is apparently Mysidia.

ITEMS FOUND

Excalibur

KEYWORDS LEARNED

Jade Passage

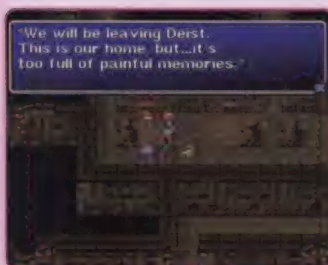


LEON'S POWER

When your party finds Leon and brings him into the fold once more, it is apparent that he has been very busy. His skills and stats are almost all very well developed, and he can do nearly any task that you have left over for him to perform. Although he wields a sword and axe to begin with, switch the axe in his second hand to some other weapon type if you have an axe-wielder already. His skill with spears is already very high, so this may be a good choice. Remember that, like Leila, Leon is left-handed, so his primary and secondary hands are the opposite of your other characters'.

Although Leon starts with no spells, his Intelligence is high enough to make him a decent secondary black mage. You may even wish to give him one or two of the more useful white spells such as Life just to have that extra bit of backup. Just keep in mind that, as you are nearing the end of your journey, you may not have time to work him up to high levels on any spells, so leave fighting as his main focus.

Leon's other equipment is all very nice, so you should leave his armor more or less alone. Just remember to give him some items for use in combat, and he's set to go. You may wish to include one of the Blood Swords in his Items slots so that he can switch to it in battle—some of the random enemies in the Jade Passage and Pandaemonium are former Boss enemies, who are weak against the Blood Sword.



Before heading off in search of the Jade Passage, take the time to complete a few last minute tasks. The first thing to do is head to Deist, to let the few remaining inhabitants of the castle know that the last Dragoon died bravely protecting the companions' lives. Land in the grassy area just north of the castle and climb to the second floor to speak to the family. The mother is understandably upset to learn about Gareth's death. Speaking to her triggers the Word Memory System menu, so use this chance to ask her about the Dragoons. As there is nothing left for her here, she tells you that she has decided to leave Deist and its memories behind. Before she leaves, she gives you one last memento of the Dragoons—the powerful sword Excalibur!

Take this chance to explore a few areas to see what new enemies may have appeared along with the Cyclone. You never know what you may find to round out your Bestiary in your Collections data, although a few foes remain to be found in the final dungeons. This also gives you the chance to make certain Leon is caught up to the rest of the party's strength in every area, and to get his proficiencies with magic started if you wish him to be an extra caster. Remember to stop in Mysidia for the greatest selection of spells. Check the library there for a bit more information on the newer keywords.

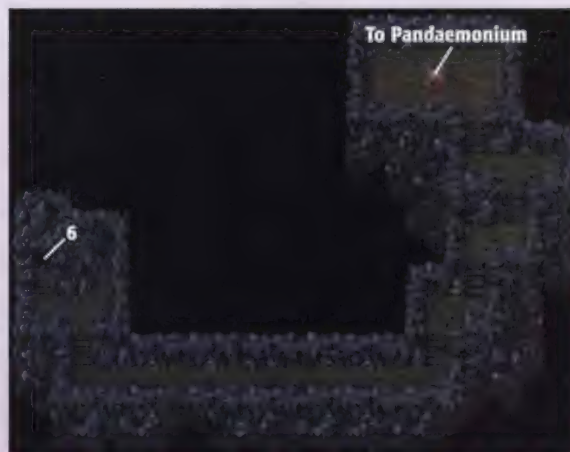
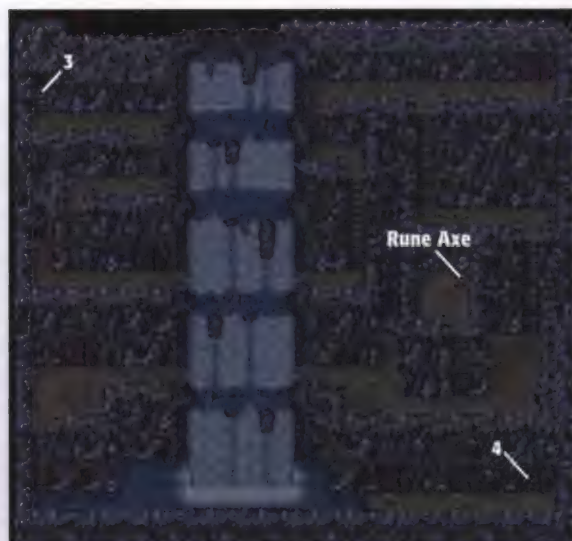


JADE PASSAGE



CHAPTER 16





ITEMS FOUND

Diamond Mace

Cat Claws

Aegis Shield

Yoichi's Bow

Hellfire (x2)

Rune Axe

Dragon Mail

Hi-Potion (x2)

Notus

Backstabber

Holy Lance

Protect Ring

THE LAKE PORTAL

When you have finished all of the tasks that you wished to complete, fly the airship to the northeast peninsula of Mysidia's continent. There under your ship is a lake standing just south of a range of mountains. Land your airship nearby and approach the lake to investigate. As soon as your party touches the lake, it is warped down below to a strange cave—the Jade Passage.



JADE PASSAGE

Jade Passage Area Encounters

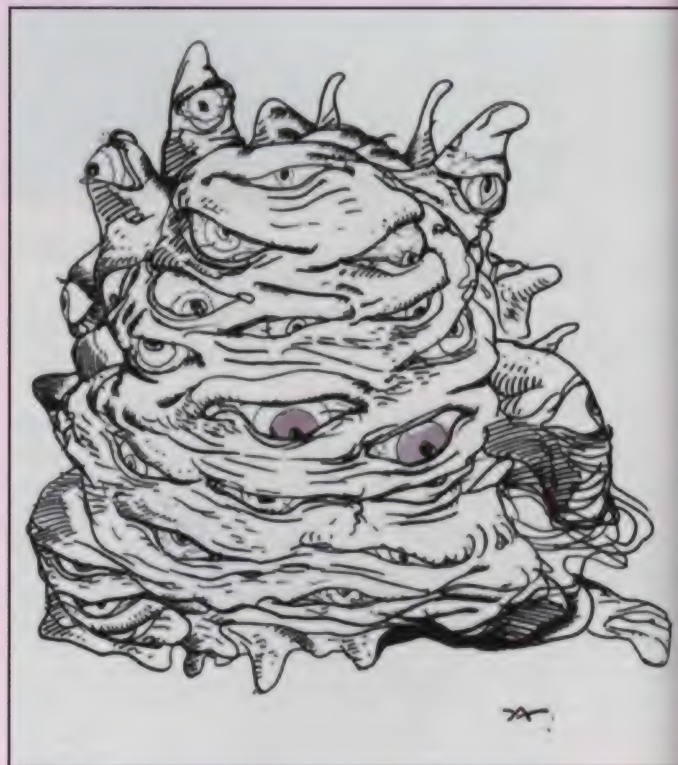
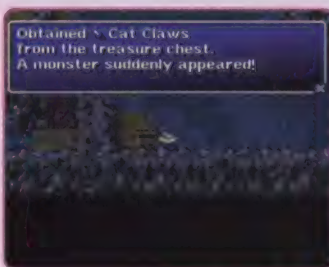
NAME	HP	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
ABYSS WORM	1290	150	85	5	NONE	6	1000-2000
FROST LIZARD	1000	85	70	6	FIRE	6	600-1500
GAZER	1140	85	70	5	NONE	6	1500-2000
GREAT MALBORO	1290	85	85	5	NONE	6	1500-2000
GREEN DRAGON	3000	150	150	8	BOLT	7	2000-10,000
LIFESUCKER	750	40	50	4	ICE	6	1500-2000
MAXIMUS	1140	85	70	5	NONE	6	2000
PIT FIEND	750	60	50	6	NONE	6	1500-2000
SALAMANDER	1290	100	85	5	ICE	6	1500-2000
SCISSORJAWS	870	70	60	4	NONE	6	1000-2000
SUCCUBUS	1140	85/6	85	6	FIRE	6	1500-10,000
WHITE DRAGON	2500	150	120	5	FIRE	7	2000-10,000

The enemies within the Jade Passage are deadly. Some of them have status inflicting abilities, while others can simply pound the life out of your party. Concentrate on building your characters up a bit before worrying about getting through the passage. To reach the final level of Pandaemonium you must finish one long run through both the Jade Passage and Pandaemonium itself. For this final run, stock as much Elixir and Ether as possible, as well as a few of the higher-level status recovery items. As one slight bright spot on the horizon, the deadly Green Dragon and the Scissorjaws are only found inside the special encounter rooms, so you do have the chance to avoid them.



If you wish to leave at any time, step onto the warp area seen just behind your characters. For now, head south through the entrance to B1. Head east along the wall, turning south when you near the east wall to take a **Diamond Mace** from a treasure chest. Return west until you can turn south halfway through the level, going straight south to reach the wall. Go west along the wall to reach a chest containing **Hellfire**. Head all the way east to reach a doorway leading to the first set of stairs.

Head all the way north when you reach B2 to find a second **Hellfire** in a treasure chest. Head back to the south out of the alcove, then walk east to reach a second chest holding a **Notus**. Now head diagonally south and west to find the level's third chest, this one containing **Cat Claws**. This third chest is guarded by a Blue Dragon, so be very careful and prepare wisely before tackling this foe. Wield the Blood Swords, as they can do great damage to the dragon. Theoretically the Venom Axe and Spellbinder should also be best to wield against the foe as it is weak against Poison, but the Rune Axe and the Diamond Mace are both much stronger and are the better choice. Heal your party, then open the chest to begin the fight.



BLUE DRAGON

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
3500	180	100%	1	8	POISON	10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
240	8	150	75%	40%	7	BACKSTABBER, DRAGON MAIL, DRAGON SHIELD, HOLY LANCE
ABILITIES						
BOLT ABSORB, THUNDERBOLT 16						

Between the chest guards that you've fought before and the White Dragons that show up from time to time in the early floors of the Jade Passage, you should have a bit of practice in fighting dragons by this point. Still, this is the deadliest of the bunch yet, so while the general strategy is similar you must be even more careful this time.



Cast Blink right away to begin the fight, then Shield if you have the chance. The Blue Dragon hits very hard and, even with protective spells, it may KO some of your weaker characters with one strike. Your white mage's main task in this fight is to Cure and Revive, even pausing in the casting of protective spells if necessary. The Blue Dragon also has a powerful Thunderbolt spell, so if all of your characters drop low on HP at once, they could all be wiped out by one spell.



Amplify physical attacks with spells like Haste and Berserk. Your main black mage should keep casting his or her most powerful spells at the dragon. Poison is the best choice, but if this is significantly lower in level than other offensive spells, go with what works best.



Your best bet is to try to damage the dragon hard and fast to destroy it before it wears down your party too much. Keep attacking with everything you've got physically and magically, and use Cure and Revive as necessary.



Once the Blue Dragon is out of the way, continue east from the chest to the eastern wall, then head north to reach the doorway in the northeast corner. Inside the doorway stairs lead down to level B3.

BENEATH THE FALLS

Once on B3, follow the pathway down along the stairs to reach the third tier down, the first with a doorway. Pass the door, head east to cross under the waterfall. The waterfall inflicts damage in the same way as lava or ice shards, but without the protection from attack. At the end of the pathway east, climb the stairs back up to the highest level. Walk east along the path to take the next two sets of stairs down, then head west along the path until you reach a short set of stairs going up. Climb them to reach a chest holding a **Rune Axe**. This chest also has a powerful guard, the King Behemoth, so again take time to prepare before opening the chest. Your best weapon once again is the Blood Sword, which does a great amount of damage to the monster. The other powerful weapons such as the Rune Axe and Excalibur also do good damage, although not as much as the Blood Sword. The King Behemoth has no weaknesses to exploit, so just equip your characters with whatever is most powerful, and attack.



KING BEHEMOTH

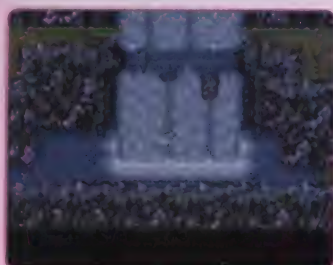
HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
5000	150	100%	1	8	NONE	10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
0	8	120	50%	30%	7	YOICHI'S BOW
ABILITIES						
NONE						

The King Behemoth has more HP than the Blue Dragon, but its other stats are weaker and it has no magic, which makes it less deadly. Still, take the usual precautions against physical attack, while other characters cast spells to enhance attack and pound the creature with everything they have.



Even with the greater amount of HP the King Behemoth can fall very swiftly to an onslaught of Blood Swords and other powerful weapons. Weaker weapons don't stand much of a chance against the creature's great defense, so if your mage is equipped with an Ice Bow or something weaker, stick to high-level Black Magic spells and spells to enhance the other characters' attacks.

Cast Cure and Life as needed, and otherwise just keep attacking. If you have both Blood Swords equipped, the King Behemoth should last only two or three rounds before dropping.



Head back down the stairs and continue along the passage west. Walk across the falls once more. Take the stairs at the end of the passage down to the lowest level of the room. This time as you cross under the falls heading east, walk as far north as you

can in order to cross. After a few steps, you come to an obstruction and cannot continue. Press \times while facing the obstruction and you find that there is a shopkeeper hidden under the falls! Speak to him to buy powerful spells and to sell any extra items that you may have at hand.

Shop List

MAGIC SHOP	
Item	Cost
Doom Scroll	10,000
Berserk Scroll	10,000
Haste Scroll	20,000
Flare Scroll	40,000

After buying and selling to your heart's content, continue east to a hallway with three doors. The last door on the right holds the stairs leading down to B4.

BEYOND THE BEHEMOTH

Once down on B4, head north and just a few steps east from the stairs to reach the first chest on the level, containing the **Backstabber**. Then head north, where you find a room containing three chests. From left to right they hold an **Aegis Shield**, **Dragon Mail**, and a **Holy Lance**. Now exit the room and continue east to reach another chest in the northeast corner. This chest holds **Yoichi's Bow**, a very powerful weapon, but is also guarded by a Red Dragon. Prepare by equipping items that protect from flames (or from all elements, such as the Dragon Shield and Dragon Mail). The Blood Swords again are the best bet for damaging the creature, and again while the Ice weapons work against the dragon's weakness, powerful weapons like Excalibur and the Rune Axe are still better due to their great advantage in raw power. You can also make good use of the Notus that you found earlier in the dungeon.



RED DRAGON

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
5000	180	100%	1	8	ICE	10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
450	8	180	75%	40%	7	NINJA SUIT
ABILITIES						
BLAZE 16						

Cast Blink and Shield, if you have time for both between healing and reviving, but don't worry as much about Shell if you have good elemental armor to protect your characters.



The general strategy is the same as with the other dragons that you fought up to this point. Take it out as quickly as possible with the Blood Swords and other powerful weapons, casting high-level Ice spells to back up the physical attacks. This dragon has more HP than any of the others, but strong attacks and spells should bring it down before it devastates your party.



Once you are done with this fight continue south to the doorway in the southeast corner of the room. Enter the doorway, and take the stairs down to B5.

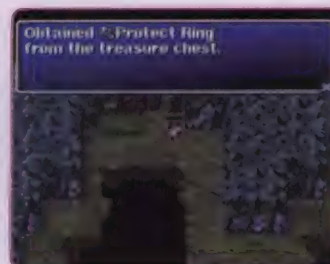
THE LOWER PASSAGES

The fifth floor down consists of a long and snaking passage. Don't panic, though, as the path is very straightforward. Follow the passage as it winds along the edge of the room, stopping to pick up a **Hi-Potion**, **Protect Ring**, and second **Hi-Potion** from the west, northwest, and north-east chests in the room respectively. Continue along the path to reach the door to the south-east corner of the room and enter to climb down the stairs to level B6.



This bottom level of the Jade Passage is another twisting yet straightforward path. Follow the stairs and pathways east and north, and you soon reach another warp portal. This portal leads directly into the first floor of Pandaemonium, your final

goal. Keep in mind that there is no chance to rest in between the dungeons, so if you ever need to Warp to leave Pandaemonium, you must travel the length of the Jade Passage once more.



JADE PASSAGE

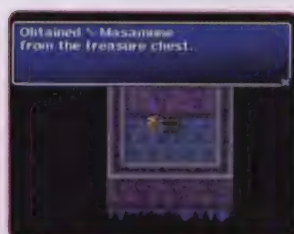


CHAPTER 17

THE FINAL BATTLE



Enter Pandaemonium via the Jade Passage.



Find the hidden room in 5F and claim the Masamune.



Defeat the four bosses on the fifth and sixth floors.



Find and defeat the rare Iron Giant before completing Pandaemonium.

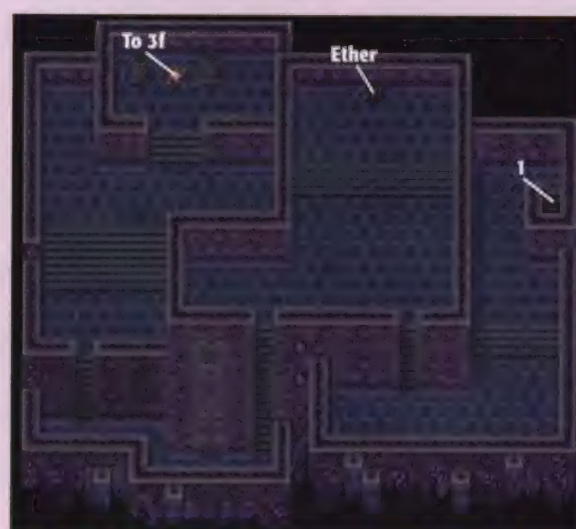


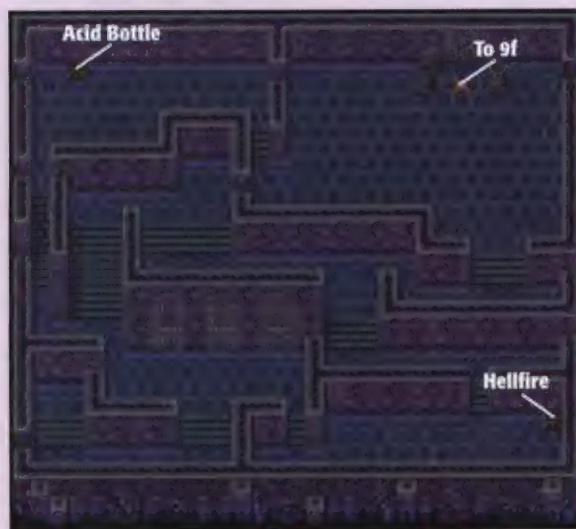
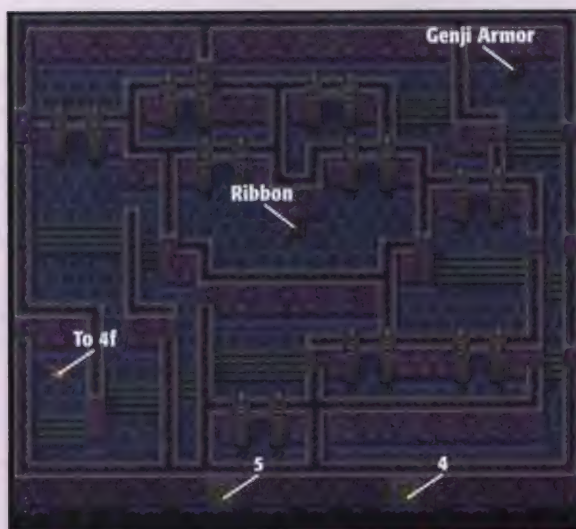
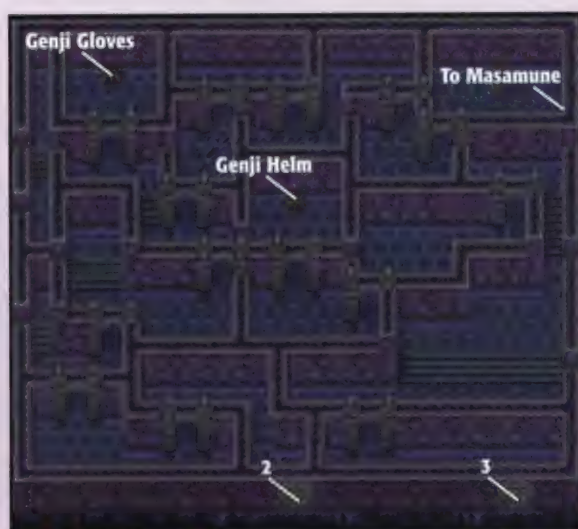
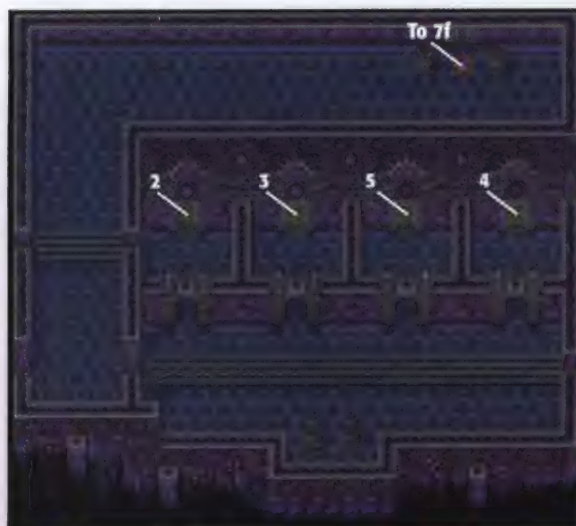
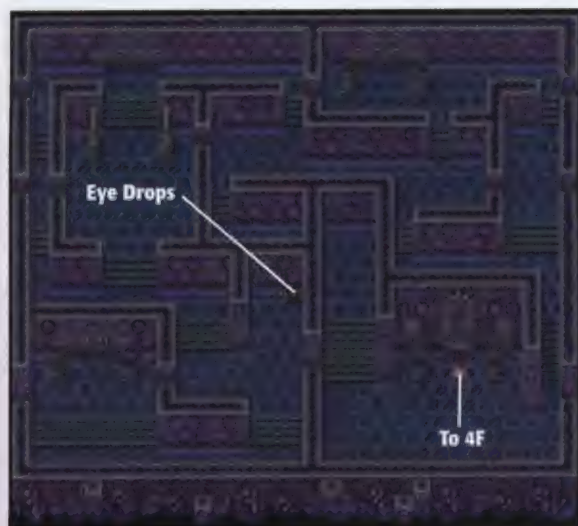
Advance to the tenth floor to fight the Emperor once more—the final battle!

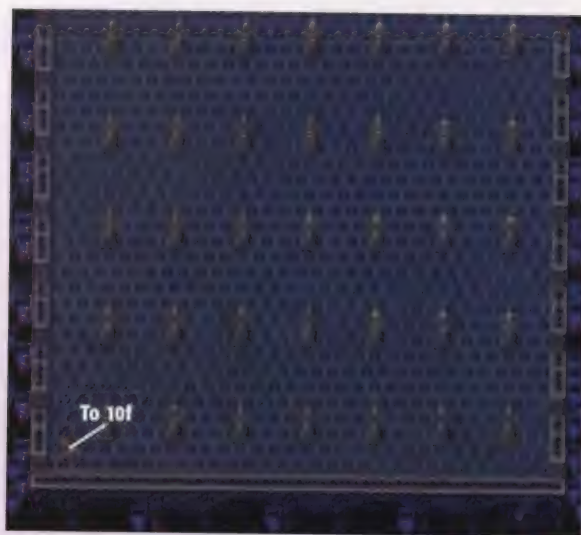


Save your game data after the final battle.

PANDAEMONIUM







ITEMS FOUND

Ether	Masamune	Genji Helm	Ribbon	Acid Bottle
Eye Drops	Genji Gloves	Genji Armor	Sage's Wisdom	Hellfire

Pandaemonium Encounters

NAME	HP	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
BARREL WORM	2000	120	100	4	NONE	7	1500-2000
BLOOD FIEND	1000	70	60	6	NONE	7	2000
BLUE DRAGON	3500	180	150	8	POISON	7	10,000
BOMB	640	60	50	4	FIRE, BOLT	5	300-600
COEURL	1000	40	60	5	NONE	6	1000-2000
DEATH RIDER	1290	120	120	5	FIRE	6	10,000
EVIL BUD	1140	70	70	5	FIRE	6	600-1500
FENRIR	870	70	50	6	NONE	7	2000
FIRE GIGAS	1800	100	100	4	ICE	7	600-1000
FROST LIZARD	1000	85	70	6	FIRE	6	600-1500
GREAT MALBORO	1290	85	85	5	NONE	6	1500-2000
ICE GIGAS	2000	120	120	4	FIRE	7	600-1000
KING BEHEMOTH	5000	150	120	8	NONE	7	10,000
LAMIA	1000	70	70	6	NONE	6	800-2000
LAMIA QUEEN	1290	50	50	7	NONE	7	10,000
MANTIS DEVIL	1290	85	85	5	NONE	7	2000
MYTHRIL GOLEM	2000	150	180	14	BOLT	7	1000-2000
RED DRAGON	5000	180	180	8	ICE	7	10,000
THUNDER GIGAS	2500	150	150	4	POISON	7	800-1000

The enemies within Pandaemonium are deadly, but if you've powered your characters up against those in the Jade Passage you shouldn't run into too many difficulties, at least at first. The especially powerful enemies begin showing up toward the very top levels of the dungeon, so use the Memo File now more than before. Recover with Ether and Elixir as necessary, but if you run out and need to cast Warp to leave and recover, you have a long trek back to where you left.

CHAPTER 17



THE MYSTIC CASTLE

The last step onto the warp gate transports the group to a strange new building, within sight of your goal at long last. Don't breathe too easily just yet, you've still got a long, difficult trip up through the rest of the castle.

ONLY AS A LAST RESORT

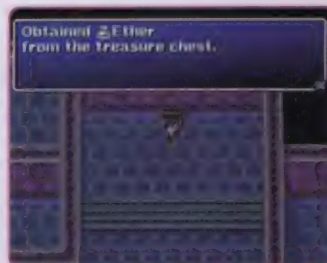
If need be, Warp out to rest at some point, but as this means you must navigate the entire Jade Passage once more to reach just the beginning of Pandaemonium, it should be a last resort.



Ignore the decorative arches along this pathway—they aren't entrances.

Head south along the first passage, through the archway at the end. Along the wall to the east are more archways, but these are for decoration, and do not actually serve as entrances and exits. Follow the long walkway east and climb the stairs at the end to reach the top section of the level. From here, follow the passageway as it winds around slowly inward to reach an exit perched at the top of two more flights of stairs. Take this exit to reach level 2F.

On the second floor of the castle, follow the passage south and west, climbing a set of stairs to an upper level. From the end of the stairs, head north to obtain an **Ether** from the chest against the north wall. Return south and walk west to a second set of stairs leading down, then follow this passage as it leads west and north, up more stairs to reach another warp gate. Step on this gate, and you are taken to the third floor.



By this point, your characters likely need every bit of extra recovery that they can get.



Warping leads to a room toward the northwest corner of this floor. Head south and east to reach the first chest on the level, containing **Eye Drops**. Return the way you came and continue north up the flight of stairs to reach the north wall. Head east along the wall and take the stairs down, walk east along the tier and take the next set of stairs down. Head east and down one final time, then step west into the room and take the new warp gate onto the fourth floor.

THE HALL OF DOORS

This warp gate takes you to the southern portion of the fourth floor, where to the north, four separate doorways beckon. Each doorway holds a prize, and each also holds a tough boss fight. For now, walk north and head through the door farthest left. This takes you to one section of the fifth floor.



Once in a new passageway, follow it north and west and walk south through the archway into another passage. Follow the new passageway west and north, going through the next archway and stepping briefly east to take a third arch into a new passage. Head east, bypassing the stairs before you, and step north through the arch. Now take the next arch north, and follow the passage as it winds around through arches to the northeast corner of the



room. Walk down to the lower right corner of the room, and walk east through the wall. Through the wall is a small room (careful, there are powerful enemies here), and sitting in the room is a chest. Loot the chest to retrieve the **Masamune**, a powerful sword. Exit the secret room and follow the passage back to the arch and climb a set of stairs just to the west.

PANDAEMONIUM

This time, head west and take the stairs leading up. Here you reach a final archway into a room with a chest. This is the first of four chests containing both a prize and a Boss fight, so prepare yourself. For this Boss battle, do not wield the Blood Sword. The boss is undead, and the Blood Sword heals him. Equip your most powerful weapons, including the Healing Staff, as this normally beneficial staff does massive damage to this undead Boss. Remember the Sunblade and any Hellfire that you may have on hand. Cure your party as necessary, then open the chest to claim the **Genji Gloves** and begin the fight.

Obtained Genji Gloves from the treasure chest. A monster suddenly appeared!



ZOMBIE BORGHEN

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
2500	120	95%	1	10	FIRE	2000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
370	6	120	60%	100%	7	NONE
ABILITIES						
NONE						

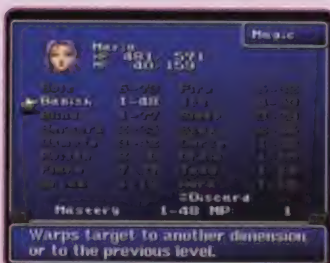
Do not use the first round to cast Blink or other protective spells. Just go for an all-out attack, using weapons and high-level Fire spells.



If you have the Healing Staff in the hands of someone proficient in its use, then the fight will probably be over in one round. Otherwise, keep attacking all-out with physical and Fire attacks, and Zombie Borghen will drop quickly.



No matter how smoothly or quickly the last fight went, don't spend time patting yourself on the back. The next three are much more difficult. Equip the **Genji Gloves**, a powerful piece of armor, and retrace your steps back to the doorway or use Banish to return quickly.



Walk over to the second door and enter to move into the second section of the fifth floor. Take the passage west and through the archway, going north through the next room and up the stairs. Step west and south through the second arch, then west through this room and south to reach the third archway. Now head west and north to reach the next chest holding the **Genji Helm**, and your next tough fight. The Blood Sword is once again your friend, as is armor that protects against various elements. Open the chest to face Tiamat.



CHAPTER 17



TIAMAT

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
5000	150	100%	1	8	PARALYZE	10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
450	8	180	80%	70%	7	NONE
ABILITIES						
BLAZE 16, ICESTORM 16, THUNDERBOLT 16						

As Tiamat spends most of its time casting spells of varying elements, cast Shell and perhaps Wall while forgoing Blink and Shield entirely. This monstrous dragon hits hard, but not so hard as some of the other bosses, and if you concentrate on attacking you may finish the fight before the creature gets around to attacking physically.



Attack with the Blood Swords as often as possible. Other weapons, even those of high attack power, do not pierce the dragon's hide so well, but keep up the attack in whatever ways possible. Tiamat's weakness is Paralyze, so spend a round or two casting Stun or Slow or the like, especially if you have one of them at higher levels. Otherwise, spell-casters should increase the other characters' physical attacks. If you must cast spells, use White Magic like Ultima, or use the Flare spell. Avoid normal elemental spells, as these heal the beast—not a good idea!



While Tiamat casts powerful spells, you should have high magic defense and good protective armor, so you should not take dangerous amounts of damage. Heal the group with a powerful Cure spell every so often, and concentrate on chipping away at Tiamat's HP until it is gone.



Skip the next door in order for the moment, to keep from having to double back later.

Beelzebub. Keep the Blood Swords and any other strong weapons that you may own equipped, ready your party, and open the chest.

The Genji Helm is another powerful piece of armor. Equip it, then head back out to the fourth floor. Skip past the next door in line, and head into the right-hand doorway. Now on the sixth floor, follow the passage directly north along the east wall to the third chest. This one holds Genji Armor, and the boss guarding it is called



BEELZEBUB

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
5000	150	100%	1	8	NONE	10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
450	8	180	80%	70%	7	BACKSTABBER
ABILITIES						
DISPEL 16, FLARE 16, MUDDLE 16, STUN 16						

The first order of business is to cast Shell on your party, then Wall if available. Beelzebub's physical attacks hit hard, but he spends much more of his time casting high-level spells, including a targeted Flare spell that potentially hits any character, including those in the back row. Have your main White Magic user protect your party from spells in the first turn, then spend the rest of the turns healing whoever has taken damage.



The monster has a high magic defense, but sufficiently powerful spells still punch through the defenses to land some damage. Fighters remain the powerhouses, or at least anyone wielding a Blood Sword.

Watch out for Beelzebub's status effects. Beelzebub is powerful enough to sometimes affect your characters, regardless of their Magic Defense. Stun is not a huge problem, unless it takes your Blood Sword-wielder out of the fight, at which point you should use Basuna or a Unicorn Horn to remove it. Muddle is a bigger danger, as it turns party members against your party. Use one of the aforementioned cures to get rid of this or, to be safer, direct your own attacks to that party member to KO them, then revive them on the next turn, Muddle-free.

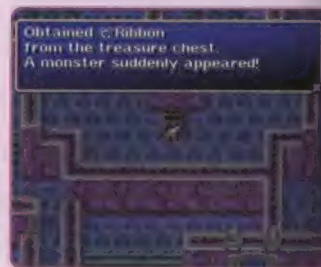


End this fight before Beelzebub can get too many status effects in play. Focus on attacking, and hope that with the Blood Swords and any other powerful weapons like the Rune Axe you can take him out before the party ends up becoming its own worst enemy.



With Beelzebub out of the way, the majority of the Boss battles are behind you. Equip the powerful Genji Armor on one of your characters. Get back to the fourth floor and go back to the second-to-right doorway, which you previously skipped.

Once inside this final section of the sixth floor, head north through the archway and go east. Walk south through a second arch, east, and north through the third archway. Climb all the way to the north wall, passing through another arch on the way, then head west and south through the next two arches into a room with the fourth chest. Prepare in the same way you have for the previous two battles and open the chest. You gain a **Ribbon**, and are quickly attacked by the monster guarding it, Astaroth.



CHAPTER 17

ASTAROTH

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
7000	150	100%	1	8	NONE	10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
540	8	180	80%	70%	7	WHITE ROBE
ABILITIES						
DOOM 16, DRAIN 16, FIRE 16, LIFE ABSORB, POISON 16						

Astaroth, like Beelzebub, casts high-level spells, so protect your characters with Shell and Wall. This boss' strong attack is linked with a Life-Absorb ability, so every time it damages one of your characters physically, the monster heals itself of some of the damage you've managed to do so far. So before protecting your characters from spells, cast Blink and Shield in order to both protect your characters and to minimize Astaroth's ability to heal at your expense. Your White Magic using character is likely going to be busy casting Cure and Life to keep everyone alive and in good health.



Have your Black Magic user cast attack-enhancing spells on the wielder of the Blood Sword, then switch to high-level attack spells. The other characters should attack repeatedly with their strongest attacks. The Blood Swords are the best damage-dealers, while the Rune Axe or other powerful weapons will do in a pinch.

This battle is a balance between damaging the opponent, and the opponent healing back up due to Life Absorb and Drain. Your task is to find some way of doing more damage more quickly than Astaroth can heal. With the help of the Blood Sword, you should soon find yourself victorious.



Do not cast Banish or return along your path. Instead, press on to the west and north through the room's west archway, and from there walk through another arch. Walk west, then all the way to the south. In the southwest corner is another warp gate.



NEARING YOUR GOAL



Stepping on the warp gate transports the party to the upper section of the fourth floor. Head all the way north and east to reach yet another warp portal, this one taking you straight up to the seventh floor. Once again you see some decorative archways on the wall to the north. Walk west past them, then turn north to collect a Sage's Wisdom from the chest sitting in the middle of the floor.

IRON GIANT

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
3500	180	100%	0	14	BOLT, ICE	2000-10,000
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
240	12	180	0%	100%	7	GENJI HELM
ABILITIES						
NONE						

Before moving on, you may want to wander around this floor a bit. If you are lucky (or unlucky!), you may trigger a battle with a rare monster, the Iron Giant. Be warned—it is extremely tough. If you fight him, you may not survive, although he's a very nice addition to your Collection data. Because of the chance of getting into this fight, you should leave the Blood Swords wielded as you wander this floor. If you have any Notus left, or handy items like Hermes, equip those along with Phoenix Down on any character that cannot cast Life.



As soon as this fight begins, start casting as much protection from physical attacks on your characters as possible. The Iron Giant has a devastating physical attack, and if you get too many characters down at one time, you may not be able to get your group back up on its feet. Protect your characters, and cast Life and Cure as often as necessary.

Concentrate on amplifying everyone's physical attack with spells such as Haste and Berserk. Your main Black Magic user should then concentrate on casting Ice or Bolt, whichever spell is at the highest level. In the meantime, your fighters (especially those with the Blood Swords) should all-out attack. These are the fighters that you really want to keep on their feet and attacking, as no weapon really damages the Iron Giant very greatly, and even the Blood Sword has trouble punching through its thick defenses at times—although other luckier strikes can do a great deal of damage.

If you can keep your party alive and fighting for a few rounds, you should be able to pull through and win this battle. It's a tough one, so concentrate and don't give in!



After collecting the Sage's Wisdom from the chest, head west to reach a new set of stairs. Climb these stairs to the top, and head east to the eastern wall. Follow the wall south down to the south wall, and turn to head west along the passage. Climb the short stairs and head west again to reach the next warp gate.

When you arrive at the southwest corner of the eighth floor, follow the passage east and climb the short set of stairs. Go west until you reach the west wall, and follow the westernmost set of stairs north to reach a treasure chest containing an **Acid Bottle**.

Head east from the chest, then south down the stairs, and east once more. Bypass the warp gate for the moment, and instead head south down the stairs. Follow the short passage west and loop around to go down the next set of stairs, then following the next passage east and climbing down yet another set of stairs to reach a chest with **Hellfire**. Return to where you passed the warp gate, and take it to the ninth floor.



As you climb higher, the enemies become even deadlier. Use your Memo File wisely!



This floor is one single large room, and the warp gate to the tenth floor is located in the very southwest corner. Head south and west without delay, and onto the tenth floor. At the very north edge of this floor you can find the Emperor. Approach his throne, then prepare your party wisely—equip both Blood Swords, as well as the Masamune and any other powerful weapons that you own. Once your party is healed and prepared, speak to the Emperor to begin the final battle.

CHAPTER 17

EMPEROR

HP	ATTACK	ACCURACY	DEF. COUNT	MAGIC DEF.	WEAKNESSES	GIL
10,000	180	100%	1	16	NONE	NONE
MP	ATK. COUNT	DEFENSE	EVASION	MAGIC RES.	RANK	ITEMS
540	8	210	80%	70%	0	NONE
ABILITIES						
BLIND 16, CURSE 16, DISPEL 16, FLARE 16, LIFE ABSORB, SLOW 16, STARFALL 10						

If you are wielding the Blood Swords, don't take the time to cast Haste or Blink or any other spells onto your party. These swords can take the Emperor down in a matter of a few rounds, provided you get him down before he starts absorbing life. Additionally, he uses Dispel 16 to remove various protective spells.



Go straight into an all-out attack. If anyone is wielding Yoichi's Bow, or any other item that can be invoked to improve your attack, invoke it now. Otherwise, have everyone use their strongest attacks.

The main danger in this scenario is if the Emperor attacks physically and drains too many HP from one of your party, healing himself. Otherwise, the powerful Blood Swords should wipe out his HP and leave you victorious within a few rounds.



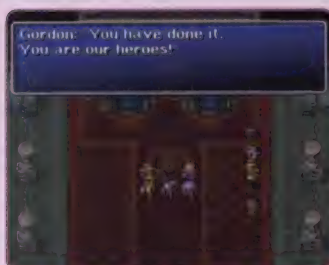
If you did not keep the Blood Swords, you are in for a longer, tougher fight. In this case, take the time to protect your characters with Blink and other protective and attack-enhancing spells, and hope that the Emperor doesn't dispel them. Your only hope now is to keep the damage that you are dealing higher than any HP that the Emperor regains from his Life Absorb ability. If he concentrates on casting spells, you have a chance.



Keep attacking the Emperor with whatever strong weapons that you do have, like the Masamune and Excalibur. Even the Rune Axe and Diamond Mace are not easily able to damage this powerful foe, although they can do some damage with a lucky strike. If you have any high-level spells of around level 7 or higher, especially Flare or Ultima, use those as well.



If your weapons and spells are strong enough, and you are lucky enough to have the Emperor shy away from using physical attacks for a while, you should still be able to pull the fight through without the Blood Swords. Otherwise, you may have to return to your last Memo File and return to town to rest, gaining a bit more power to come back and try again.



Now the fight is over, and it is time to flee the crumbling castle and receive the congratulations of the friends you've met along the way. Sit back and enjoy the ending that you've earned throughout your long, difficult journey, and let the credits roll.

Don't be too quick to turn off your system! See the "Secrets" section of the guide to see what else may be in store for your tired adventurers.



BESTIARY


Some foes use items to help them in combat, which are listed by the item name under their abilities. Other less obvious effects are as follows:

Arrows	An attack that can target the rear row. Attacks a single character.
Bad Breath	Inflicts a great number of negative status effects at once.
Belch	Improves the attack of the caster.
Blaster	Has a chance to stun the party members.
Blaze	A fire spell that can be used against one character or a group.
Boulders	A large boulder is dropped onto one character.
Earthquake	This is a spell that does a good amount of damage to your group.
Entice	Casts Muddle on one character or group.
Gaze	Attempts to turn one character to stone.
Icestorm	An ice spell that can be used against one character or a group.
Life Absorb	The monster's attack heals the monster while damaging one of your party members.
MP Absorb	The monster attacks as normal, but if the attack strikes, the creature absorbs some of the target's MP.
Self-Destruct	The enemy sacrifices itself to launch a fire attack against one target.
Starfall	A powerful magical attack against the entire group.
Thunderbolt	A bolt spell that can be used against one character or a group.
Toxin	A spell creating a powerful cloud of Poison.
Tsunami	The group is attacked by a powerful wave of water.

UNDEAD CREATURES

The Undead (Zombie, Ghoul, Ghast, Revenant, Shadow, Wraith, Specter, Ghost, Fallen Emperor, and Zombie Borghen) have a few things in common. All are weak against Fire, and they take damage from Garlic when it is used against them. Undead also take damage from Cure, and reverse the effect of the Blood Sword.

ABYSS WORM

HP	1290	D. COUNT	1				
MP	570	EVA	70%				
ATK	150	M.DEF	5				
A. COUNT	8	M.RES	70%				
ACC	90%	RANK	6				
DEF	85	GIL	1000-2000				
ITEMS	NONE						
ABILITIES	TWISTER 13						
F	I	B	Pa	S	M	Po	D

The last line indicates elemental weaknesses (red), resistance (orange), and absorption (green) of the eight spell families.

Fire
Ice
Bolt
Paralyze
Spirit
Metamorph
Poison
Doom

Attack (**ATK**) refers to the strength of one individual strike

Attack Number (**A. Count**) is the number of strikes

Accuracy (**ACC**) determines how likely the monster's attacks are to strike.

Defense (**DEF**) is protection against attacks

Defense count (**D. Count**) refers to the number of times per round that the monster can use its full defense against the party

Evasion (**EVA**) refers to how likely the monster will avoid attacks


Magical Defense (**M.Def**) determines how much magical damage against the creature is reduced

Magical resistance (**M.Res**) helps the creature resist status-affecting spells


Gil and Items are what the monster drops after combat

Rank refers to the monster's general toughness

ABYSS WORM


HP	1290	D. COUNT	1				
MP	570	EVA	70%				
ATK	150	M.DEF	5				
A. COUNT	8	M.RES	70%				
ACC	90%	RANK	6				
DEF	85	GIL	1000-2000				
ITEMS	NONE						
ABILITIES	TWISTER 13						
F	I	B	Pa	S	M	Po	D

ADAMANTOISE


HP	450	D. COUNT	0				
MP	0	EVA	0%				
ATK	50	M.DEF	1				
A. COUNT	2	M.RES	50%				
ACC	75%	RANK	5				
DEF	60	GIL	200-500				
ITEMS	DIAMOND SHIELD						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D




ANTLION

HP	370	D. COUNT	1				
MP	0	EVA	50%				
ATK	50	M.DEF	3				
A. COUNT	3	M.RES	50%				
ACC	75%	RANK	5				
DEF	40	GIL	200-500				
ITEMS	NONE						
ABILITIES	PARALYSIS ATTACK						
F	I	B	Pa	S	M	Po	D


ASTAROTH

HP	7000	D. COUNT	1				
MP	540	EVA	80%				
ATK	150	M.DEF	8				
A. COUNT	8	M.RES	70%				
ACC	100%	RANK	7				
DEF	180	GIL	10,000				
ITEMS	WHITE ROBE						
ABILITIES	DOOM 16, DRAIN 16, FIRE 16, LIFE ABSORB, POISON 16						
F	I	B	Pa	S	M	Po	D


BALLOON

HP	20	D. COUNT	0				
MP	10	EVA	0%				
ATK	9	M.DEF	1				
A. COUNT	1	M.RES	50%				
ACC	50%	RANK	1				
DEF	0	GIL	3-25				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


BARREL WORM

HP	2000	D. COUNT	1				
MP	0	EVA	10%				
ATK	120	M.DEF	4				
A. COUNT	6	M.RES	50%				
ACC	95%	RANK	7				
DEF	100	GIL	1500-2000				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


BASILISK

HP	750	D. COUNT	1				
MP	140	EVA	65%				
ATK	70	M.DEF	6				
A. COUNT	6	M.RES	30%				
ACC	80%	RANK	6				
DEF	50	GIL	500-1000				
ITEMS	NONE						
ABILITIES	GAZE 5						
F	I	B	Pa	S	M	Po	D


BEELZEBUB

HP	5000	D. COUNT	1				
MP	450	EVA	80%				
ATK	150	M.DEF	8				
A. COUNT	8	M.RES	70%				
ACC	100%	RANK	7				
DEF	180	GIL	10,000				
ITEMS	BACKSTABBER						
ABILITIES	DISPEL 16, FLARE 16, MUDDLE 16, STUN 16						
F	I	B	Pa	S	M	Po	D


BEHEMOTH

HP	1620	D. COUNT	1				
MP	0	EVA	40%				
ATK	85	M.DEF	4				
A. COUNT	3	M.RES	50%				
ACC	95%	RANK	6				
DEF	50	GIL	0				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D

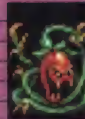
BLACK KNIGHT

HP	1140	D. COUNT	1				
MP	0	EVA	70%				
ATK	85	M.DEF	5				
A. COUNT	7	M.RES	40%				
ACC	80%	RANK	6				
DEF	85	GIL	1500-2000				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


BLOOD FIEND

HP	1000	D. COUNT	1				
MP	140	EVA	75%				
ATK	70	M.DEF	6				
A. COUNT	6	M.RES	60%				
ACC	80%	RANK	7				
DEF	60	GIL	2000				
ITEMS	NONE						
ABILITIES	DISPEL 8, FOG 6, STOP 8						
F	I	B	Pa	S	M	Po	D


BLOODSUCKER

HP	20	D. COUNT	0				
MP	0	EVA	0				
ATK	4	M.DEF	1				
A. COUNT	1	M.RES	50%				
ACC	60%	RANK	1				
DEF	0	GIL	3-12				
ITEMS	POTION, ANTIDOTE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


BLUE DRAGON

HP	3500	D. COUNT	1				
MP	240	EVA	75%				
ATK	180	M.DEF	8				
A. COUNT	8	M.RES	40%				
ACC	100%	RANK	7				
DEF	150	GIL	10,000				
ITEMS	BACKSTABBER, DRAGON MAIL, DRAGON SHIELD, HOLY LANCE						
ABILITIES	THUNDERBOIT 16						
F	I	B	Pa	S	M	Po	D


BOLTFISH

HP	540	D. COUNT	1				
MP	80	EVA	50%				
ATK	60	M.DEF	4				
A. COUNT	4	M.RES	40%				
ACC	80%	RANK	5				
DEF	50	GIL	400-800				
ITEMS	NONE						
ABILITIES	THUNDERBOLT 8						
F	I	B	Pa	S	M	Po	D


BOMB

HP	640	D. COUNT	0				
MP	140	EVA	0%				
ATK	60	M.DEF	4				
A. COUNT	5	M.RES	40%				
ACC	80%	RANK	5				
DEF	50	GIL	300-600				
ITEMS	NONE						
ABILITIES	SELF-DESTRUCT 7						
F	I	B	Pa	S	M	Po	D


BORGHEN

HP	240	D. COUNT	1				
MP	20	EVA	40%				
ATK	25	M.DEF	3				
A. COUNT	1	M.RES	50%				
ACC	75%	RANK	4				
DEF	17	GIL	400				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


BRAIN

HP	240	D. COUNT	1				
MP	100	EVA	60%				
ATK	40	M.DEF	3				
A. COUNT	4	M.RES	50%				
ACC	75%	RANK	5				
DEF	35	GIL	300-600				
ITEMS	NONE						
ABILITIES	FOG 6, SWAP 4						
F	I	B	Pa	S	M	Po	D


BUCCANEER

HP	110	D. COUNT	1				
MP	0	EVA	40%				
ATK	25	M.DEF	2				
A. COUNT	2	M.RES	50%				
ACC	65%	RANK	2				
DEF	17	GIL	200-500				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D

CAPTAIN

HP	750	D. COUNT	1				
MP	30	EVA	60%				
ATK	60	M.DEF	4				
A. COUNT	6	M.RES	50%				
ACC	80%	RANK	5				
DEF	50	GIL	200-300				
ITEMS	FLAME BOW, GOLDEN MAIL						
ABILITIES	ARROWS 3						
F	I	B	Pa	S	M	Po	D

CHIMERA

HP	640	D. COUNT	1				
MP	80	EVA	50%				
ATK	60	M.DEF	3				
A. COUNT	4	M.RES	50%				
ACC	75%	RANK	5				
DEF	50	GIL	300-600				
ITEMS	NONE						
ABILITIES	BLAZE 7						
F	I	B	Pa	S	M	Po	D

COCKATRICE

HP	370	D. COUNT	1
MP	0	EVA	50%
ATK	35	M.DEF	3
A. COUNT	4	M.RES	50%
ACC	70%	RANK	5
DEF	40	GIL	400-800
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa S M Po D



COEURL

HP	1000	D. COUNT	1
MP	300	EVA	70%
ATK	40	M.DEF	5
A. COUNT	7	M.RES	40%
ACC	75%	RANK	6
DEF	60	GIL	1000-2000
ITEMS	NONE		
ABILITIES	BLASTER 1, KO ATTACK		
F	I	B	Pa S M Po D



DARK FLAN

HP	370	D. COUNT	0
MP	80	EVA	0%
ATK	40	M.DEF	3
A. COUNT	4	M.RES	50%
ACC	80%	RANK	5
DEF	210	GIL	300-600
ITEMS	NONE		
ABILITIES	POISON ATTACK		
F	I	B	Pa S M Po D



DEADHEADS

HP	300	D. COUNT	1
MP	0	EVA	50%
ATK	40	M.DEF	3
A. COUNT	5	M.RES	50%
ACC	65%	RANK	5
DEF	25	GIL	200-500
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa S M Po D



DEADRINGERS

HP	80	D. COUNT	1
MP	0	EVA	20%
ATK	25	M.DEF	2
A. COUNT	2	M.RES	50%
ACC	50%	RANK	2
DEF	17	GIL	12-200
ITEMS	BATTLE AXE, MACE		
ABILITIES	NONE		
F	I	B	Pa S M Po D



DEATHMASK

HP	640	D. COUNT	1
MP	300	EVA	65%
ATK	50	M.DEF	4
A. COUNT	6	M.RES	40%
ACC	75%	RANK	6
DEF	40	GIL	1000-2000
ITEMS	NONE		
ABILITIES	ICE 12, STUN 16, TOAD 10		
F	I	B	Pa S M Po D



DEATH RIDER

HP	1290	D. COUNT	1
MP	0	EVA	70%
ATK	120	M.DEF	5
A. COUNT	8	M.RES	70%
ACC	85%	RANK	6
DEF	120	GIL	10,000
ITEMS	ETHER, THUNDER SPEAR		
ABILITIES	LIFE ABSORB		
F	I	B	Pa S M Po D



DOOM PETALS

HP	540	D. COUNT	0
MP	0	EVA	0%
ATK	40	M.DEF	3
A. COUNT	4	M.RES	50%
ACC	80%	RANK	5
DEF	40	GIL	200-500
ITEMS	ANTIDOTE, EYE DROPS, POTION, SLUMBER STALK		
ABILITIES	MUDDLE ATTACK		
F	I	B	Pa S M Po D



EMPEROR

HP	1290	D. COUNT	1
MP	190	EVA	65%
ATK	70	M.DEF	4
A. COUNT	6	M.RES	40%
ACC	80%	RANK	6
DEF	50	GIL	10000
ITEMS	NONE		
ABILITIES	BLINK 8, BOLT 10, ELIXIR 1, HASTE 6		
F	I	B	Pa S M Po D



EMPEROR(2)

HP	10,000	D. COUNT	1
MP	540	EVA	80%
ATK	180	M.DEF	16
A. COUNT	8	M.RES	70%
ACC	100%	RANK	-
DEF	210	GIL	0
ITEMS	NONE		
ABILITIES	BLIND 16, CURSE 16, DISPEL 16, FLARE 16, LIFE ABSORB, SLOW 16, STARFALL 10		
F	I	B	Pa S M Po D



EVIL BUD

HP	1140	D. COUNT	1
MP	0	EVA	65%
ATK	70	M.DEF	5
A. COUNT	6	M.RES	70%
ACC	85%	RANK	6
DEF	70	GIL	600-1500
ITEMS	NONE		
ABILITIES	MUDDLE ATTACK, VENOM ATTACK		
F	I	B	Pa S M Po D



FALLEN EMPEROR

HP	3000	D. COUNT	1
MP	240	EVA	80%
ATK	120	M.DEF	8
A. COUNT	8	M.RES	30%
ACC	100%	RANK	7
DEF	120	GIL	0
ITEMS	NONE		
ABILITIES	CURSE ATTACK, CURSE 8, DOOM 8		
F	I	B	Pa S M Po D



FENRIR

HP	870	D. COUNT	1
MP	300	EVA	75%
ATK	70	M.DEF	6
A. COUNT	8	M.RES	60%
ACC	80%	RANK	7
DEF	50	GIL	2000
ITEMS	NONE		
ABILITIES	BANISH 9, CURSE 8, FIRE 11, MUDDLE 16		
F	I	B	Pa S M Po D



FIRE GIGAS

HP	1800	D. COUNT	1
MP	240	EVA	40%
ATK	100	M.DEF	4
A. COUNT	6	M.RES	50%
ACC	95%	RANK	7
DEF	100	GIL	600-1000
ITEMS	FLAME MAIL, FLAME SWORD, MUDDLE SCROLL		
ABILITIES	BOULDERS 9, FIRE 16		
F	I	B	Pa S M Po D



FLOATING SKULL

HP	45	D. COUNT	1
MP	0	EVA	20%
ATK	17	M.DEF	2
A. COUNT	1	M.RES	40%
ACC	60%	RANK	2
DEF	9	GIL	6-50
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa S M Po D



FROST LIZARD

HP	1000	D. COUNT	1
MP	190	EVA	65%
ATK	85	M.DEF	6
A. COUNT	7	M.RES	30%
ACC	85%	RANK	6
DEF	70	GIL	600-1500
ITEMS	NONE		
ABILITIES	ICESTORM 16		
F	I	B	Pa S M Po D



GAZER

HP	1140	D. COUNT	1
MP	300	EVA	70%
ATK	85	M.DEF	5
A. COUNT	7	M.RES	70%
ACC	90%	RANK	6
DEF	70	GIL	1500-2000
ITEMS	NONE		
ABILITIES	BANISH 9, DISPEL 16, DRAIN 16, GAZE 9, MUDDLE 16, OSMOSE 10, SLOW 16, STUN 16		
F	I	B	Pa S M Po D

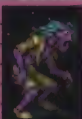


GENERAL


HP	1800	D. COUNT	1
MP	0	EVA	75%
ATK	120	M.DEF	4
A. COUNT	10	M.RES	60%
ACC	95%	RANK	7
DEF	100	GIL	1500
ITEMS	DIAMOND GLOVES, DIAMOND HELM, DRAGON MAIL, RUDE AXE, SILK WEB		
ABILITIES	NONE		
F	I	B	Pa S M Po D




GHAST

HP	100	D. COUNT	1				
MP	30	EVA	30%				
ATK	25	M.DEF	2				
A. COUNT	2	M.RES	50%				
ACC	60%	RANK	3				
DEF	9	GIL	50-300				
ITEMS	NONE						
ABILITIES	BLIND 4, PARALYSIS ATTACK						
F	I	B	Pa	S	M	Po	D


GHOST

HP	540	D. COUNT	1				
MP	140	EVA	60%				
ATK	35	M.DEF	3				
A. COUNT	5	M.RES	50%				
ACC	75%	RANK	5				
DEF	35	GIL	500-1000				
ITEMS	NONE						
ABILITIES	CURSE 8, LIFE ABSORB, MINI 7, POISON 16, STUN 16						
E	I	B	Pa	S	M	Po	D


GHOUL

HP	60	D. COUNT	1				
MP	0	EVA	20%				
ATK	17	M.DEF	2				
A. COUNT	1	M.RES	40%				
ACC	60%	RANK	2				
DEF	4	GIL	25-200				
ITEMS	NONE						
ABILITIES	PARALYSIS ATTACK						
F	I	B	Pa	S	M	Po	D


GIGAN RHINO

HP	1140	D. COUNT	1				
MP	0	EVA	60%				
ATK	50	M.DEF	6				
A. COUNT	4	M.RES	30%				
ACC	85%	RANK	4				
DEF	50	GIL	500-1000				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


GIGANTOAD

HP	450	D. COUNT	1				
MP	0	EVA	50%				
ATK	40	M.DEF	3				
A. COUNT	4	M.RES	50%				
ACC	75%	RANK	5				
DEF	40	GIL	200-500				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


GOBLIN

HP	6	D. COUNT	0				
MP	0	EVA	0%				
ATK	4	M.DEF	1				
A. COUNT	1	M.RES	50%				
ACC	50%	RANK	1				
DEF	0	GIL	6-50				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


GOBLIN GUARD

HP	10	D. COUNT	1				
MP	6	EVA	10%				
ATK	4	M.DEF	1				
A. COUNT	1	M.RES	50%				
ACC	50%	RANK	1				
DEF	0	GIL	6-50				
ITEMS	NONE						
ABILITIES	ARROWS 1						
F	I	B	Pa	S	M	Po	D


GOBLIN PRINCE

HP	30	D. COUNT	1				
MP	10	EVA	10%				
ATK	9	M.DEF	2				
A. COUNT	1	M.RES	40%				
ACC	60%	RANK	1				
DEF	4	GIL	12-50				
ITEMS	BRONZE SHIELD, LONGBOW, LONG SWORD POTION						
ABILITIES	ARROWS 3, SLEEP 4						
F	I	R	Pa	S	M	Po	D


GOTTOS

HP	2000	D. COUNT	1				
MP	80	EVA	65%				
ATK	70	M.DEF	5				
A. COUNT	6	M.RES	40%				
ACC	90%	RANK	6				
DEF	60	GIL	1100-2000				
ITEMS	BACCHUS'S WINE, HASTE SCROLL, RIPPER						
ABILITIES	BELCH 6, HASTE 6						
F	I	B	Pa	S	M	Po	D


GREAT MALBORO

HP	1290	D. COUNT	1				
MP	0	EVA	70%				
ATK	85	M.DEF	5				
A. COUNT	8	M.RES	70%				
ACC	85%	RANK	6				
DEF	85	GIL	1500-2000				
ITEMS	NONE						
ABILITIES	MINI ATTACK, MUDDLE ATTACK, SILENCE ATTACK, SLEEP ATTACK, VENOM ATTACK						
F	I	B	Pa	S	M	Po	D


GREEN DRAGON

HP	3000	D. COUNT	1				
MP	190	EVA	75%				
ATK	150	M.DEF	8				
A. COUNT	7	M.RES	40%				
ACC	100%	RANK	7				
DEF	150	GIL	2000-10000				
ITEMS		DIAMOND HELM, GAIA DRUM, HEALING STAFF					
ABILITIES		TOXIN 16					
F	I	B	Pa	S	M	Po	D


GREEN SLIME

HP	10	D. COUNT	0				
MP	6	EVA	0%				
ATK	4	M.DEF	1				
A. COUNT	1	M.RES	50%				
ACC	50%	RANK	2				
DEF	210	GIL	3-25				
ITEMS	NONE						
ABILITIES	VENOM ATTACK						
F	I	B	Pa	S	M	Po	D


GRENADE

HP	60	D. COUNT	0				
MP	10	EVA	0%				
ATK	25	M.DEF	2				
A. COUNT	1	M.RES	50%				
ACC	65%	RANK	2				
DEF	17	GIL	6-50				
ITEMS	NONE						
ABILITIES	SELF-DESTRUCT 3						
F	I	B	Pa	S	M	Po	D

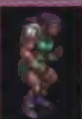
HECTEYES

HP	1140	D. COUNT	0	
MP	0	EVA	0%	
ATK	100	M.DEF	6	
A. COUNT	6	M.RES	30%	
ACC	75%	RANK	6	
DEF	60	GIL	800-2000	
ITEMS	NONE			
ABILITIES	NONE			
F I B Pa S M Po D				


HELLDIVER

HP	140	D. COUNT	1				
MP	0	EVA	50%				
ATK	35	M.DEF	2				
A. COUNT	2	M.RES	50%				
ACC	65%	RANK	3				
DEF	17	GIL	50-300				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


HILL GIGAS

HP	750	D. COUNT	1				
MP	0	EVA	30%				
ATK	100	M.DEF	4				
A. COUNT	3	M.RES	40%				
ACC	80%	RANK	5				
DEF	60	GIL	200-400				
ITEMS	TITAN'S GLOVES, TITAN'S HELM						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D

HORNET

HP	6	D. COUNT	1				
MP	0	EVA	10%				
ATK	4	M.DEF	1				
A. COUNT	1	M.RES	50%				
ACC	50%	RANK	1				
DEF	0	GIL	3-25				
ITEMS	NONE						
ABILITIES	VENOM ATTACK						
F	I	B	Pa	S	M	Po	D

HOWLER

HP	20	D. COUNT	1				
MP	10	EVA	40%				
ATK	35	M.DEF	3				
A. COUNT	1	M.RES	40%				
ACC	70%	RANK	4				
DEF	25	GIL	100-400				
ITEMS	NONE						
ABILITIES	FIRE 5						
F	I	B	Pa	S	M	Po	D

ICE GIGAS

HP	2000	D. COUNT	1
MP	140	EVA	50%
ATK	120	M.DEF	4
A. COUNT	7	M.RES	50%
ACC	95%	RANK	7
DEF	120	GIL	600-1000
ITEMS	ICE BRAND, NOTUS, STOP SCROLL		
ABILITIES	BOULDERS 9, ICE 12		
F	I	B	Pa S M Po D

ICICLE

HP	60	D. COUNT	0
MP	0	EVA	0%
ATK	17	M.DEF	2
A. COUNT	1	M.RES	40%
ACC	60%	RANK	2
DEF	17	GIL	12-100
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa S M Po D

IMP

HP	300	D. COUNT	1
MP	100	EVA	50%
ATK	35	M.DEF	3
A. COUNT	4	M.RES	100%
ACC	70%	RANK	5
DEF	35	GIL	500-1000
ITEMS	NONE		
ABILITIES	BLINK 8, MUDDLE 16, POISON ATTACK		
F	I	B	Pa S M Po D

IRON GIANT

HP	3500	D. COUNT	0%
MP	240	EVA	0%
ATK	180	M.DEF	14
A. COUNT	12	M.RES	100%
ACC	100%	RANK	7
DEF	180	GIL	2000-10,000
ITEMS	GENJI HELM		
ABILITIES	NONE		
F	I	B	Pa S M Po D

KILLER FISH

HP	100	D. COUNT	1
MP	0	EVA	30%
ATK	25	M.DEF	2
A. COUNT	2	M.RES	50%
ACC	65%	RANK	3
DEF	17	GIL	25-200
ITEMS	NONE		
ABILITIES	POISON ATTACK		
F	I	B	Pa S M Po D

KILLER MANTIS

HP	750	D. COUNT	1
MP	0	EVA	60%
ATK	60	M.DEF	4
A. COUNT	5	M.RES	40%
ACC	75%	RANK	5
DEF	50	GIL	400-800
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa S M Po D

KING BEHEMOTH

HP	5000	D. COUNT	1
MP	0	EVA	50%
ATK	150	M.DEF	8
A. COUNT	8	M.RES	30%
ACC	100%	RANK	7
DEF	120	GIL	10,000
ITEMS	YOICHI'S BOW		
ABILITIES	NONE		
F	I	B	Pa S M Po D

LAMIA

HP	1000	D. COUNT	1
MP	60	EVA	65%
ATK	70	M.DEF	6
A. COUNT	6	M.RES	30%
ACC	85%	RANK	6
DEF	70	GIL	800-2000
ITEMS	NONE		
ABILITIES	ENTICE 6, SLEEP ATTACK		
F	I	B	Pa S M Po D

LAMIA QUEEN

HP	1290	D. COUNT	2
MP	370	EVA	75%
ATK	50	M.DEF	7
A. COUNT	8	M.RES	40%
ACC	95%	RANK	7
DEF	50	GIL	10,000
ITEMS	DIAMOND PLATE, GOLD HAIRPIN, PROTECT RING		
ABILITIES	BLINK 16, ENTICE 9		
F	I	B	Pa S M Po D

LIFESUCKER

HP	750	D. COUNT	1
MP	300	EVA	65%
ATK	40	M.DEF	4
A. COUNT	6	M.RES	40%
ACC	75%	RANK	6
DEF	50	GIL	1500-2000
ITEMS	NONE		
ABILITIES	DRAIN 16, OSMOSE 10		
F	I	B	Pa S M Po D

LOPER

HP	50	D. COUNT	1
MP	0	EVA	40%
ATK	9	M.DEF	1
A. COUNT	1	M.RES	50%
ACC	50%	RANK	1
DEF	0	GIL	3-25
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa S M Po D

MALBORO

HP	750	D. COUNT	1
MP	0	EVA	60%
ATK	50	M.DEF	4
A. COUNT	5	M.RES	40%
ACC	60%	RANK	5
DEF	50	GIL	300-600
ITEMS	ETHER, HI-POTION		
ABILITIES	PARALYSIS ATTACK		
F	I	B	Pa S M Po D

MANTA RAY

HP	870	D. COUNT	1
MP	0	EVA	60%
ATK	70	M.DEF	4
A. COUNT	5	M.RES	40%
ACC	80%	RANK	5
DEF	60	GIL	400-800
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa S M Po D

MANTIS DEVIL

HP	1290	D. COUNT	1
MP	370	EVA	75%
ATK	85	M.DEF	5
A. COUNT	8	M.RES	70%
ACC	85%	RANK	7
DEF	85	GIL	2000
ITEMS	NONE		
ABILITIES	FIRE 16, PARALYSIS ATTACK		
F	I	B	Pa S M Po D

MANTIS KING

HP	1140	D. COUNT	1
MP	0	EVA	70%
ATK	85	M.DEF	5
A. COUNT	7	M.RES	40%
ACC	80%	RANK	6
DEF	70	GIL	2000-10000
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa S M Po D

MAXIMUS

HP	1140	D. COUNT	1
MP	370	EVA	70%
ATK	85	M.DEF	5
A. COUNT	6	M.RES	40%
ACC	90%	RANK	6
DEF	70	GIL	2000
ITEMS	NONE		
ABILITIES	BAD BREATH 1, BLAZE 16		
F	I	B	Pa S M Po D


MEZZO MALBORO

HP	1000	D. COUNT	1
MP	0	EVA	65%
ATK	60	M.DEF	6
A. COUNT	7	M.RES	30%
ACC	80%	RANK	6
DEF	60	GIL	500-1000
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa S M Po D


MINE

HP	190	D. COUNT	0
MP	30	EVA	0%
ATK	35	M.DEF	3
A. COUNT	2	M.RES	40%
ACC	70%	RANK	3
DEF	25	GIL	25-200
ITEMS	NONE		
ABILITIES	SELF-DESTRUCT 5		
F	I	B	Pa S M Po D


MYTHRIL GOLEM

HP	2000	D. COUNT	1				
MP	0	EVA	50%				
ATK	150	M.DEF	14				
A. COUNT	8	M.RES	100%				
ACC	95%	RANK	7				
DEF	180	GIL	1000-2000				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


OGRE

HP	100	D. COUNT	1				
MP	0	EVA	20%				
ATK	25	M.DEF	2				
A. COUNT	1	M.RES	50%				
ACC	65%	RANK	2				
DEF	17	GIL	50-200				
ITEMS	MYTHRIL HELM, MYTHRIL MACE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


OGRE CHIEFTAIN

HP	300	D. COUNT	1				
MP	0	EVA	40%				
ATK	40	M.DEF	3				
A. COUNT	3	M.RES	40%				
ACC	70%	RANK	4				
DEF	35	GIL	300-500				
ITEMS	ICE SHIELD						
ABILITIES	WING BLADE						
F	I	B	Pa	S	M	Po	D


OGRE MAGE

HP	140	D. COUNT	1				
MP	30	EVA	40%				
ATK	25	M.DEF	3				
A. COUNT	2	M.RES	40%				
ACC	65%	RANK	3				
DEF	17	GIL	50				
ITEMS	BANISH SCROLL, BLIND SCROLL, BUNK SCROLL, HELLFIRE, ICE SCROLL, SLEEP SCROLL						
ABILITIES	BLIND 4, BLINK 3, ICE 5, SLEEP 4						
F	I	B	Pa	S	M	Po	D


PARASITE

HP	300	D. COUNT	1				
MP	0	EVA	40%				
ATK	35	M.DEF	3				
A. COUNT	3	M.RES	50%				
ACC	70%	RANK	4				
DEF	40	GIL	300-600				
ITEMS	NONE						
ABILITIES	MP ABSORB						
F	I	B	Pa	S	M	Po	D


PHORUSRACOS

HP	140	D. COUNT	1				
MP	0	EVA	30%				
ATK	35	M.DEF	2				
A. COUNT	2	M.RES	50%				
ACC	65%	RANK	3				
DEF	25	GIL	0				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


PIRATE

HP	45	D. COUNT	1				
MP	0	EVA	30%				
ATK	17	M.DEF	2				
A. COUNT	1	M.RES	40%				
ACC	60%	RANK	1				
DEF	4	GIL	100-400				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


PIT FIEND

HP	750	D. COUNT	1				
MP	300	EVA	65%				
ATK	60	M.DEF	6				
A. COUNT	8	M.RES	60%				
ACC	80%	RANK	6				
DEF	50	GIL	1500-2000				
ITEMS	NONE						
ABILITIES	FIRE 16, STUN 16						
F	I	B	Pa	S	M	Po	D

POISON TOAD

HP	300	D. COUNT	1				
MP	0	EVA	30%				
ATK	35	M.DEF	3				
A. COUNT	3	M.RES	50%				
ACC	70%	RANK	4				
DEF	35	GIL	50-100				
ITEMS	ANTIDOTE, MAIDEN'S KISS, POTION, THANATOS						
ABILITIES	POISON ATTACK						
F	I	B	Pa	S	M	Po	D


QUEEN BEE

HP	30	D. COUNT	1				
MP	0	EVA	10%				
ATK	9	M.DEF	1				
A. COUNT	1	M.RES	50%				
ACC	50%	RANK	1				
DEF	4	GIL	3-6				
ITEMS	POTION						
ABILITIES	POISON ATTACK						
F	I	B	Pa	S	M	Po	D


RED DRAGON

HP	5000	D. COUNT	1				
MP	450	EVA	75%				
ATK	180	M.DEF	8				
A. COUNT	8	M.RES	40%				
ACC	100%	RANK	7				
DEF	180	GIL	10,000				
ITEMS	NINJA SUIT						
ABILITIES	BLAZE 16						
F	I	B	Pa	S	M	Po	D


RED MOUSSE

RED MOUSSE							
HP	100	D. COUNT	0				
MP	45	EVA	0%				
ATK	25	M.DEF	2				
A. COUNT	2	M.RES	50%				
ACC	65%	RANK	3				
DEF	210	GIL	50-300				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


REVENANT

HP	240	D. COUNT	1				
MP	0	EVA	40%				
ATK	40	M.DEF	3				
A. COUNT	3	M.RES	40%				
ACC	70%	RANK	4				
DEF	25	GIL	300-600				
ITEMS	NONE						
ABILITIES	LIFE ABSORB						
F	I	B	Pa	S	M	Po	D


RHYOS

HP	750	D. COUNT	1				
MP	140	EVA	60%				
ATK	60	M.DEF	4				
A. COUNT	5	M.RES	40%				
ACC	80%	RANK	5				
DEF	50	GIL	500-1000				
ITEMS	NONE						
ABILITIES	BAD BREATH, BLAZE 7						
F	I	B	Pa	S	M	Po	D


ROYAL GUARD

ROYAL GUARD							
HP	870	D. COUNT	1				
MP	0	EVA	65%				
ATK	60	M.DEF	6				
A. COUNT	6	M.RES	30%				
ACC	75%	RANK	6				
DEF	60	GIL	800-1000				
ITEMS	BANISH SCROLL, STUN SCROLL, UNICORN HORN, VENOM AXE						
ABILITIES	POISON ATTACK						
F	I	B	Pa	S	M	Pr	D


SALAMANDER

HP	1290	D. COUNT	1				
MP	300	EVA	70%				
ATK	100	M.DEF	5				
A. COUNT	0	M.RES	70%				
ACC	90%	RANK	6				
DEF	85	GIL	1500-2000				
ITEMS	NONE						
ABILITIES	BLAZE 16						
F	I	B	Pa	S	M	Po	D

SAND RAY

HP	450	D. COUNT	1				
MP	0	EVA	50%				
ATK	40	M.DEF	3				
A. COUNT	4	M.RES	50%				
ACC	75%	RANK	5				
DEF	40	GIL	300-600				
ITEMS	NONE						
ABILITIES	PARALYSIS ATTACK						
F	I	B	Pa	S	M	Po	D

SAND WORM

HP	1290	D. COUNT	1				
MP	190	EVA	70%				
ATK	100	M.DEF	6				
A. COUNT	7	M.RES	50%				
ACC	85%	RANK	6				
DEF	40	GIL	800-2000				
ITEMS	NONE						
ABILITIES	EARTHQUAKE 10						
F	I	B	Pa	S	M	Po	D



SASQUATCH

HP	20	D. COUNT	1
MP	0	EVA	10%
ATK	4	M.DEF	1
A. COUNT	1	M.RES	50%
ACC	50%	RANK	1
DEF	0	GIL	6-50
ITEMS	NONE		
ABILITIES	NONE		
F	I	B	Pa
S	M	Po	D


SCISSORJAWS

HP	870	D. COUNT	1				
MP	0	EVA	70%				
ATK	70	M.DEF	4				
A. COUNT	6	M.RES	40%				
ACC	80%	RANK	6				
DEF	60	GIL	1000-2000				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D

SCREAMER

HP	6	D. COUNT	1
MP	60	EVA	40%
ATK	25	M.DEF	3
A. COUNT	1	M.RES	40%
ACC	70%	RANK	4
DEF	17	GIL	100-400
ITEMS	NONE		
ABILITIES	CURE 6		
F	I	B	Pa
S	M	Po	D

SEA DRAGON

HP	870	D. COUNT	1				
MP	80	EVA	60%				
ATK	70	M.DEF	4				
A. COUNT	5	M.RES	40%				
ACC	80%	RANK	5				
DEF	60	GIL	400-800				
ITEMS	MAGICONCH						
ABILITIES	TSUNAMI 8						
F	I	B	Pa	S	M	Po	D


SEA SERPENT

HP	300	D. COUNT	1				
MP	0	EVA	40%				
ATK	40	M.DEF	3				
A. COUNT	3	M.RES	50%				
ACC	75%	RANK	4				
DEF	40	GIL	50-300				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D

SERGEANT

HP	140	D. COUNT	1				
MP	10	EVA	30%				
ATK	35	M.DEF	3				
A. COUNT	2	M.RES	50%				
ACC	70%	RANK	3				
DEF	25	GIL	100-200				
ITEMS		MYTHRIL AXE, MYTHRIL BOW, MYTHRIL HELM, MYTHRIL MAIL					
ABILITIES		ARROWS 3					
F	I	B	Pa	S	M	Po	D

SHADOW

HP	45	D. COUNT	1				
MP	0	EVA	20%				
ATK	17	M.DEF	2				
A. COUNT	1	M.RES	40%				
ACC	60%	RANK	2				
DEF	9	GIL	12-100				
ITEMS	NONE						
ABILITIES	DARKNESS ATTACK						
F	I	B	Pa	S	M	Po	D


SHRIEKER

HP	540	D. COUNT	1				
MP	30	EVA	60%				
ATK	35	M.DEF	4				
A. COUNT	1	M.RES	40%				
ACC	80%	RANK	5				
DEF	40	GIL	12-100				
ITEMS	NONE						
ABILITIES	BOLT 8, FIRE 8, ICE 8, POISON 8						
F	I	B	Pa	S	M	Po	D


SLIVER

HP	240	D. COUNT	1
MP	0	EVA	30%
ATK	35	M.DEF	3
A. COUNT	2	M.RES	40%
ACC	70%	RANK	4
DEF	35	GIL	100-400
ITEMS	NONE		
ABILITIES	NONE		
F I B Pa S M Po D			


SOLDIER

HP	45	D. COUNT	1				
MP	10	EVA	10%				
ATK	17	M.DEF	2				
A. COUNT	1	M.RES	50%				
ACC	60%	RANK	1				
DEF	9	GIL	6-50				
ITEMS	POTION, GARLIC, ANTIDOTE						
ABILITIES	ARROWS 1						
F	I	B	Pa	S	M	Po	D


SORCERER

HP	140	D. COUNT	1	
MP	60	EVA	50%	
ATK	25	M.DEF	3	
A. COUNT	1	M.RES	60%	
ACC	70%	RANK	4	
DEF	17	GIL	400	
ITEMS	AURA SCROLL, DOOM SCROLL, DRAIN SCROLL, HASTE SCROLL, TOAD SCROLL			
ABILITIES	FIRE 8, DOOM 6, DRAIN 8, HASTE 6, ICE 8, MUDDLE 6, STUN 6			


SPECTER

HP	300	D. COUNT	1				
MP	100	EVA	40%				
ATK	25	M.DEF	3				
A. COUNT	3	M.RES	50%				
ACC	75%	RANK	4				
DEF	25	GIL	400-800				
ITEMS	NONE						
ABILITIES	BREAK 6, ICE 8, LIFE ABSORB, SLEEP 6						
F	I	B	Pa	S	M	Pa	D


SPIKETOESE

HP	140	D. COUNT	0				
MP	0	EVA	0%				
ATK	35	M.DEF	2				
A. COUNT	2	M.RES	50%				
ACC	65%	RANK	3				
DEF	35	GIL	25-200				
ITEMS	MYTHRIL SHIELD						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


SPLINTER

HP	240	D. COUNT	1				
MP	0	EVA	30%				
ATK	40	M.DEF	3				
A. COUNT	3	M.RES	40%				
ACC	70%	RANK	4				
DEF	40	GIL	400-800				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


STONE GOLEM

HP	1800	D. COUNT	1				
MP	240	EVA	50%				
ATK	120	M.DEF	14				
A. COUNT	7	M.RES	100%				
ACC	95%	RANK	7				
DEF	150	GIL	600-1500				
ITEMS	NONE						
ABILITIES	STOP 8						
F	I	B	Pa	S	M	Po	D


STRANGLER

HP	6	D. COUNT	0				
MP	0	EVA	0%				
ATK	4	M.DEF	1				
A. COUNT	1	M.RES	50%				
ACC	60%	RANK	1				
DEF	0	GIL	3-25				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


STUNNER

HP	100	D. COUNT	1				
MP	0	EVA	30%				
ATK	17	M.DEF	2				
A. COUNT	2	M.RES	50%				
ACC	65%	RANK	3				
DEF	17	GIL	50-300				
ITEMS	NONE						
ABILITIES	PARALYSIS ATTACK						
F	I	B	Pa	S	M	Po	D


SUCCUBUS

HP	1140	D. COUNT	1				
MP	140	EVA	70%				
ATK	85	M.DEF	6				
A. COUNT	6	M.RES	30%				
ACC	85%	RANK	6				
DEF	85	GIL	1500-10,000				
ITEMS	NONE						
ABILITIES	ICE 12, SLEEP 16						
F	I	B	Pa	S	M	Po	D

SWAPPER

HP	140	D. COUNT	1				
MP	80	EVA	50%				
ATK	35	M.DEF	3				
A. COUNT	2	M.RES	40%				
ACC	70%	RANK	3				
DEF	25	GIL	100-400				
ITEMS	NONE						
ABILITIES	SWAP 4						
F	I	B	Pa	S	M	Po	D


THUNDER GIGAS

HP	2500	D. COUNT	1				
MP	370	EVA	60%				
ATK	150	M.DEF	4				
A. COUNT	8	M.RES	50%				
ACC	95%	RANK	7				
DEF	150	GIL	800-1000				
ITEMS	NONE						
ABILITIES	BOULDERS 9, THUNDERBOLT 12						
F	I	B	Pa	S	M	Po	D


TIAMAT

HP	5000	D. COUNT	1				
MP	450	EVA	80%				
ATK	150	M.DEF	8				
A. COUNT	8	M.RES	70%				
ACC	100%	RANK	7				
DEF	180	GIL	10,000				
ITEMS		ELIXIR					
ABILITIES		BLAZE 16, ICESTORM 16, THUNDERBOLT 16					
F	I	B	Pa	S	M	Po	D


VAMPIRETTA

HP	540	D. COUNT	1				
MP	100	EVA	60%				
ATK	40	M.DEF	4				
A. COUNT	5	M.RES	40%				
ACC	80%	RANK	5				
DEF	50	GIL	500-1000				
ITEMS	NONE						
ABILITIES	ENTICE 6, LIFE ABSORB						
F	I	B	Pa	S	M	Po	D


WARLOCK

HP	80	D. COUNT	1	
MP	30	EVA	40%	
ATK	17	M.DEF	3	
A. COUNT	1	M.RES	60%	
ACC	65%	RANK	3	
DEF	9	GIL	50	
BERSERK SCROLL, BOLT SCROLL, FIRE SCROLL, MAGE'S STAFF, POISON SCROLL, STUN SCROLL				
BERSERK 3, BLIND 4, BOLT 5, FIRE 5, ICE 5, POISON 5, SLEEP 4				
F I B Pa S M Po D				


WEREPANTHER

HP	190	D. COUNT	1				
MP	0	EVA	30%				
ATK	35	M.DEF	3				
A. COUNT	2	M.RES	40%				
ACC	70%	RANK	5				
DEF	25	GIL	50-300				
ITEMS	NONE						
ABILITIES	POISON ATTACK						
F	I	B	Pa	S	M	Po	D


WERERAT

HP	60	D. COUNT	2				
MP	0	EVA	20%				
ATK	17	M.DEF	2				
A. COUNT	1	M.RES	40%				
ACC	60%	RANK	2				
DEF	4	GIL	25-200				
ITEMS	NONE						
ABILITIES	POISON ATTACK						
F	I	B	Pa	S	M	Po	D


WEREWOLF

HP	540	D. COUNT	1				
MP	0	EVA	50%				
ATK	50	M.DEF	4				
A. COUNT	4	M.RES	40%				
ACC	80%	RANK	5				
DEF	50	GIL	500-1000				
ITEMS	NONE						
ABILITIES	POISON ATTACK						
F	I	B	Pa	S	M	Po	D


WHITE DRAGON

HP	2500	D. COUNT	1				
MP	140	EVA	75%				
ATK	150	M.DEF	5				
A. COUNT	6	M.RES	50%				
ACC	95%	RANK	7				
DEF	120	GIL	2000-10000				
ITEMS	BACKSTABBER, ICE BOW, NOTUS						
ABILITIES	ICESTORM 16						
F	I	B	Pa	S	M	Po	D


WILD HORN

HP	300	D. COUNT	1				
MP	0	EVA	30%				
ATK	40	M.DEF	3				
A. COUNT	3	M.RES	50%				
ACC	85%	RANK	5				
DEF	35	GIL	100-400				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


WINGED RAY

HP	750	D. COUNT	1				
MP	0	EVA	65%				
ATK	60	M.DEF	4				
A. COUNT	6	M.RES	40%				
ACC	80%	RANK	5				
DEF	50	GIL	400-800				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


WIZARD

HP	540	D. COUNT	1	
MP	190	EVA	70%	
ATK	40	M.DEF	4	
A. COUNT	1	M.RES	60%	
ACC	75%	RANK	6	
DEF	35	GIL	1000-1500	
BANISH SCROLL, DRAIN SCROLL				
ITEMS				
ABILITIES				
BANISH 7, BREAK 6, DRAIN 8, FIRE 11, FLARE 10, OSMOSE 8, STOP 8, TOAD 7				
F I B Pa S M Po D				


WOOD GOLEM

HP	1620	D. COUNT	1				
MP	0	EVA	50%				
ATK	100	M.DEF	14				
A. COUNT	6	M.RES	100%				
ACC	95%	RANK	7				
DEF	120	GIL	600-1500				
ITEMS	NONE						
ABILITIES	SLEEP ATTACK						
F	I	B	Pa	S	M	Po	D


WRAITH

HP	60	D. COUNT	2				
MP	0	EVA	20%				
ATK	9	M.DEF	2				
A. COUNT	1	M.RES	50%				
ACC	65%	RANK	2				
DEF	9	GIL	25-200				
ITEMS	NONE						
ABILITIES	LIFE ABSORB						
F	I	B	Pa	S	M	Po	D


YELLOW JELLY

HP	45	D. COUNT	0				
MP	6	EVA	0%				
ATK	17	M.DEF	2				
A. COUNT	1	M.RES	40%				
ACC	60%	RANK	2				
DEF	210	GIL	3-25				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D


YETI

HP	45	D. COUNT	1				
MP	0	EVA	20%				
ATK	9	M.DEF	2				
A. COUNT	1	M.RES	40%				
ACC	60%	RANK	2				
DEF	4	GIL	12-100				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D

ZOMBIE

HP	30	D. COUNT	0				
MP	0	EVA	0%				
ATK	17	M.DEF	1				
A. COUNT	1	M.RES	50%				
ACC	60%	RANK	1				
DEF	0	GIL	6-50				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D

ZOMBIE BORGHEN

HP	2500	D. COUNT	1				
MP	370	EVA	60%				
ATK	120	M.DEF	10				
A. COUNT	6	M.RES	100%				
ACC	95%	RANK	7				
DEF	120	GIL	2000				
ITEMS	NONE						
ABILITIES	NONE						
F	I	B	Pa	S	M	Po	D

SECRETS

Chocobo Forest



While there are various vehicles that you gain normally throughout your travels, there is one means of transportation that you only find if you look for it—the Chocobo.

Chocobos are found within the Chocobo Forest just to the south of Castle Kas'ion. The forest is not obvious—it shows up as a small bare patch amidst the trees, and it is not until your characters move onto the clearing that you are taken into this secret area.

At some point within its boundaries you can spot a Chocobo wandering aimlessly. Approach the bird and press \otimes as if you were speaking to it, and you catch the Chocobo.



Once you catch and mount a Chocobo, you can move anywhere on the field where you could normally walk, but at a greater speed. You are also not attacked by enemies.



Dismount and release the Chocobo at any point by pressing \otimes again. Doing so sends the bird back into the Chocobo Forest. So while this may be a good way to explore the continent or to reach places like the Arena in the Palamecia Desert, once you dismount you may have a long (and dangerous) walk back to civilization. Be careful.

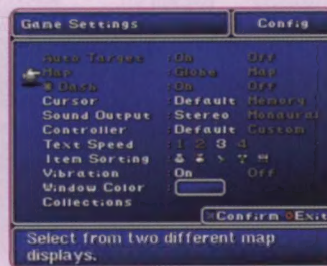
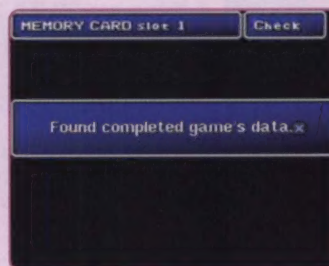
After the Ending

Once you have defeated *Final Fantasy II*, don't be too quick to turn off that console! You can still explore the world even after the credits have rolled. Even better—you can save your completed game data and unlock a new gameplay mode, as well as importing any Collection Data into a new game.

Save your game at the end of the credits. This creates a new save file marked with a star. Load this game data as usual and continue your journey. The world and your party are the same as they were just before fighting the final battle. This way, you have the chance to complete any Collection Data or to finish any other tasks that you left incomplete.



With one of these special game saves, you have more options for starting a new game. This data unlocks the game's Normal Mode. The Normal Mode differs from the Easy Mode (which is the mode you first played) in that a few of the Config menu options are not available. The Auto Target option is automatically set to "Off," which means that if a character's target in battle is killed before their turn, then the character does not automatically target a new foe. The other options lost are choosing between a globe or flat World Map, and Dashing.



Whether you select the Easy or Normal mode to begin a new game, loading the Collection Data from any previous save game that displays the orange star remains an option.

Concentration

Once you obtain the Snowcraft, hold \otimes and press \odot 15-20 times to start a game of concentration. An easy way to earn the maximum reward of 40,000 Gil, an Elixir and a Phoenix Down, beat the first puzzle and note the locations of the pairs. Restart and quit the game 31 times (don't exit the game screen, just cancel immediately after starting a game) and the thirty-second layout is the same as the first board.

Collections

One of the notable extras for this version of *Final Fantasy II* is the Collections menu. Here you can see the percentages of the items that you have found from chests or events and those of the beasts that you have fought, along with some of their statistics. You can also view some of Yoshitako Amano's original artwork for the game in this section as an added treat!

FINAL FANTASY. ORIGINS

OFFICIAL STRATEGY GUIDE



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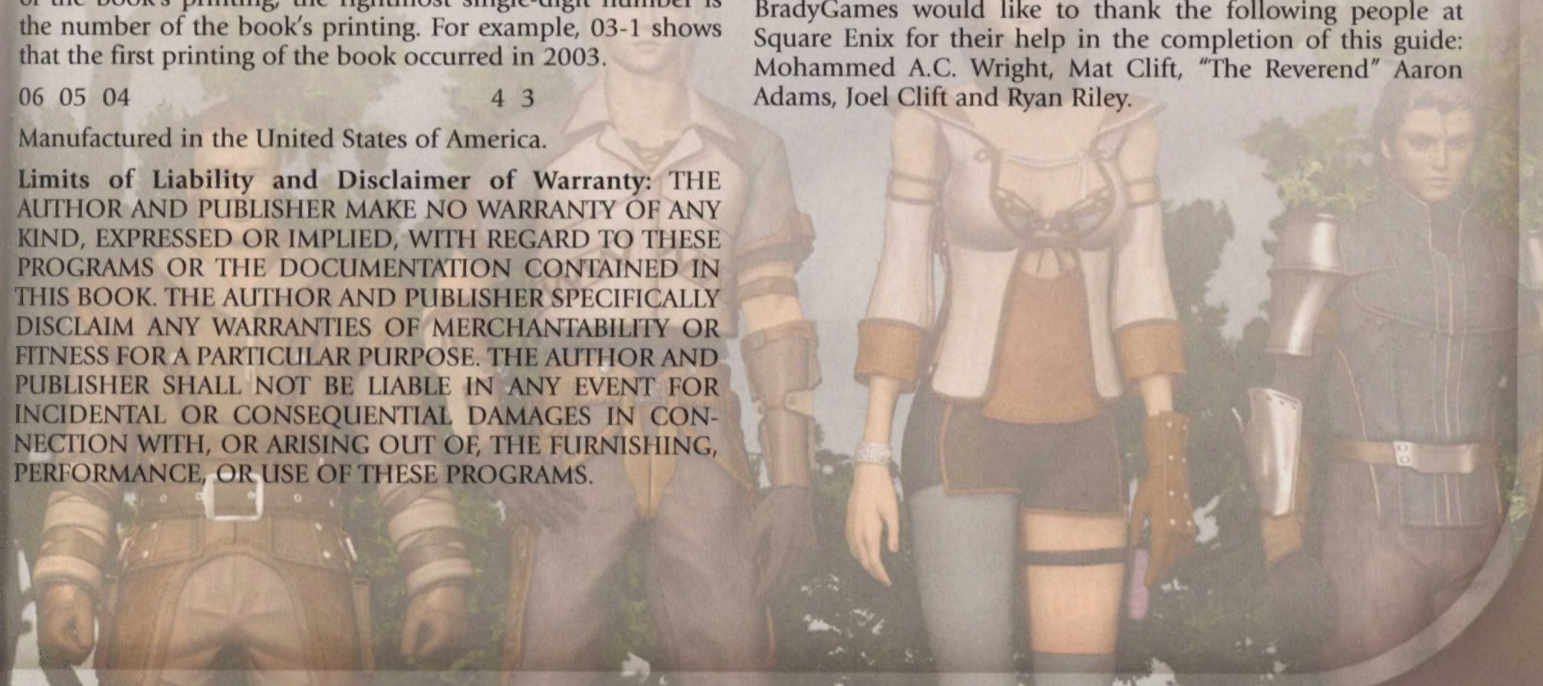
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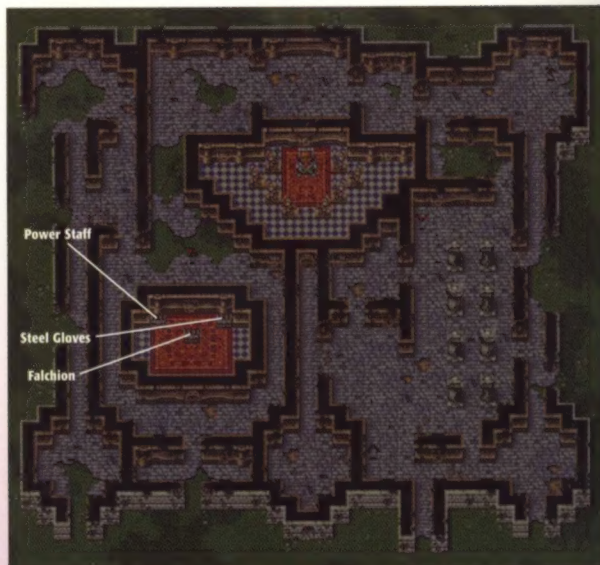
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